MOTIVE

Butt-Kickin' First Issue

MOTiVE

Issue One

May 15, 1990

Howdy,

Welcome to Issue One of **MOTiVE**. Nine of our original ten have returned and we have a bunch of new member 'zines. My goal is to have fill the roster by the end of the year. If you need copies of the rules and constitution, just ask and I'll send them to you.

On a suggestion from Mike (Bolts of Bedevilment) Schapira, I'm asking everyone to send me a white copy of the originals for their 'zines (past, present and future). I will file theses copies, safeguarding their loss and allowing me to make exact copies of any issue of **MOTiVE** in the future.

While I'm suggesting things--how about making Issue Two (July 15, 1990) our character issue? If you like the idea, include the stats, history and personality of at least one of your favorite characters as part of your 'zine.

I'm also sending a copy of issue one to **Unicorn Ent.**, a private fan databank. They are trying to preserve any and all fan writings, and I owe them a favor for saving my MOC V Star Wars adv. Please let me know if you would like to make this a standard policy.

Membership and Mailing Clarifications

In trying to explain memberships to people, I have run into some nomenclature problems, so here is my attempt to sort things out:

Most members have a **single membership.** Two people who have one membership will be referred to as having a **joint membership**. A joint membership votes, pays dues and receives mailings as a **single membership**. Two members who publish under one 'zine title have a **co-op membership**. The title of the co-op will have two votes and double the MINAC. Each co-op member will pay dues and receives one copy. Those who have paid for first-class mailings can tack **first class** in front of their membership title.

Motive will sent to you triple stapled along the spine and at book rate unless you tell me to do something differently. I can affix a plastic spine for $1.00 an issue. If you want your copy to look like issue zero, with clear plastic covers, it will cost $2.00 per issue. Having a clear plastic front and a black mylar back affixed to your copy will cost $2.50 per issue. You can, of course, have this done for you at most copy stores (probably at a cheaper rate too). But if you wish to have this done for you, just send me the money and your instructions. Please make the amount exactly enough to cover the rest of the issues in your membership--five more (cost x 5) for most of you.

General Comments

Thanks for being a part of **MOTiVE**.
There are no more copies of Issue Zero.
Please place your name and address at the beginning or ending of your 'zine.
Stick to the name of your 'zine.
Please write mailing comments.
Make sure you re-read the rules of **MOTiVE** each issue.

Watch out for MINAC and dues.
In the future, those who owe dues will not be sent a copy of **MOTiVE**.
Watch that CC! a few of you only sent me 23 copies, but I included your submissions anyways.

A Written Apology

Paul (Tales of the Brass Monkey): I forgot to burn a darker copy of your penciled-in character sheet, therefore it did not turn out at all. I hope you are not too disappointed. You can credit any mis-spellings in Paul's submission to me as well, as I typed it again. The life of an editor is one of compromise. Sorry, Paul.

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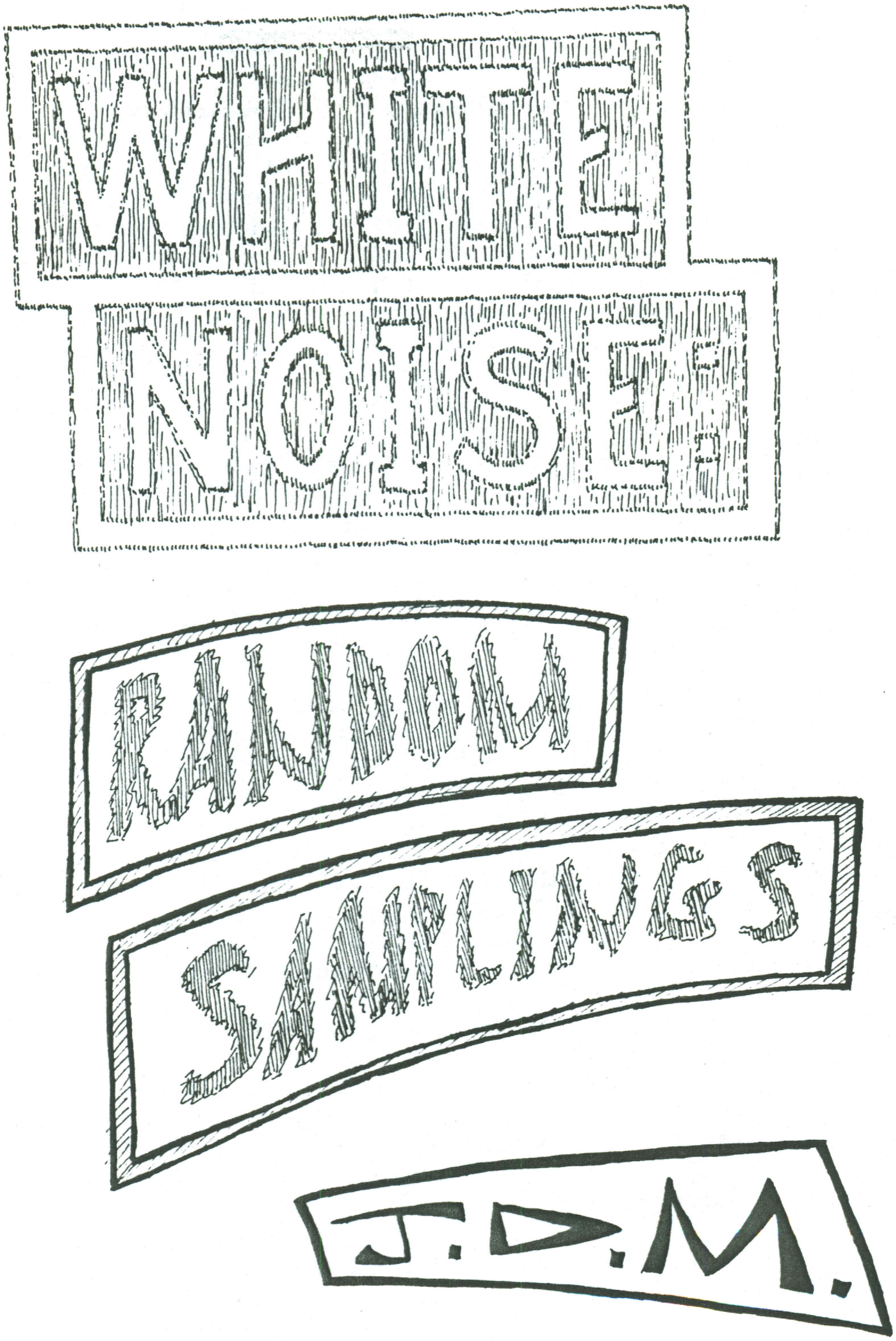


WHITE NOISE:

RANDOM SAMPLINGS

J.D.M.

5-90

VOL:0 ISS:0

VER:0.0

Primal Views

Yowsa! That's right, not a single scrap of gaming material in this entire installment of "WHITE NOISE". Not for lack of trying, but rather my interminable procrastination. Later I plan to have material relating to CHAMPIONS and what-not. Mostly what. In the works are a tourney style module for CHAMPIONS and a group of rather powerful PRIMUS goons called 'FORCE FIVE' (with some background info) for the alternate sunday afternoon campaign. Future stuff will include a 'Viper / Mr. Man' complication for the same campaign (questions concerning 'Mr. Man' can be addressed to Jon Hanna, he's played against him in a solo scenario).

Next time plan to see the start of "CHTHON RISING". Yes it should sound familiar, it's a CHAMPIONS scenario centered around a CALL OF CTHULHU style plot and game play (body count of normals from the initial play testing was around 350, of which 25 or so were in the presence of the PC's). Set in Mass. it is being designed around the characters who were in WARD MAJOR at the time of the original play.

FORCE FIVE will be a group of NPC "HEROS" (says PRIMUS) whose direct purpose is to handle groups of paranormals that experience has shown to be unaffected by normal PRIMUS personnel. A secondary purpose, unannounced to the public, but visible to those who pay close attention, is to counter 'any' paranormal 'threat' that PRIMUS deems to be counter to it's goals of national security. This of course includes UNTIL personnel, and any free-lance group or individual that PRIMUS is displeased with. Fortunately the very high visibility of FORCE FIVE forces them to stay strictly within the laws applying to the situation at hand.

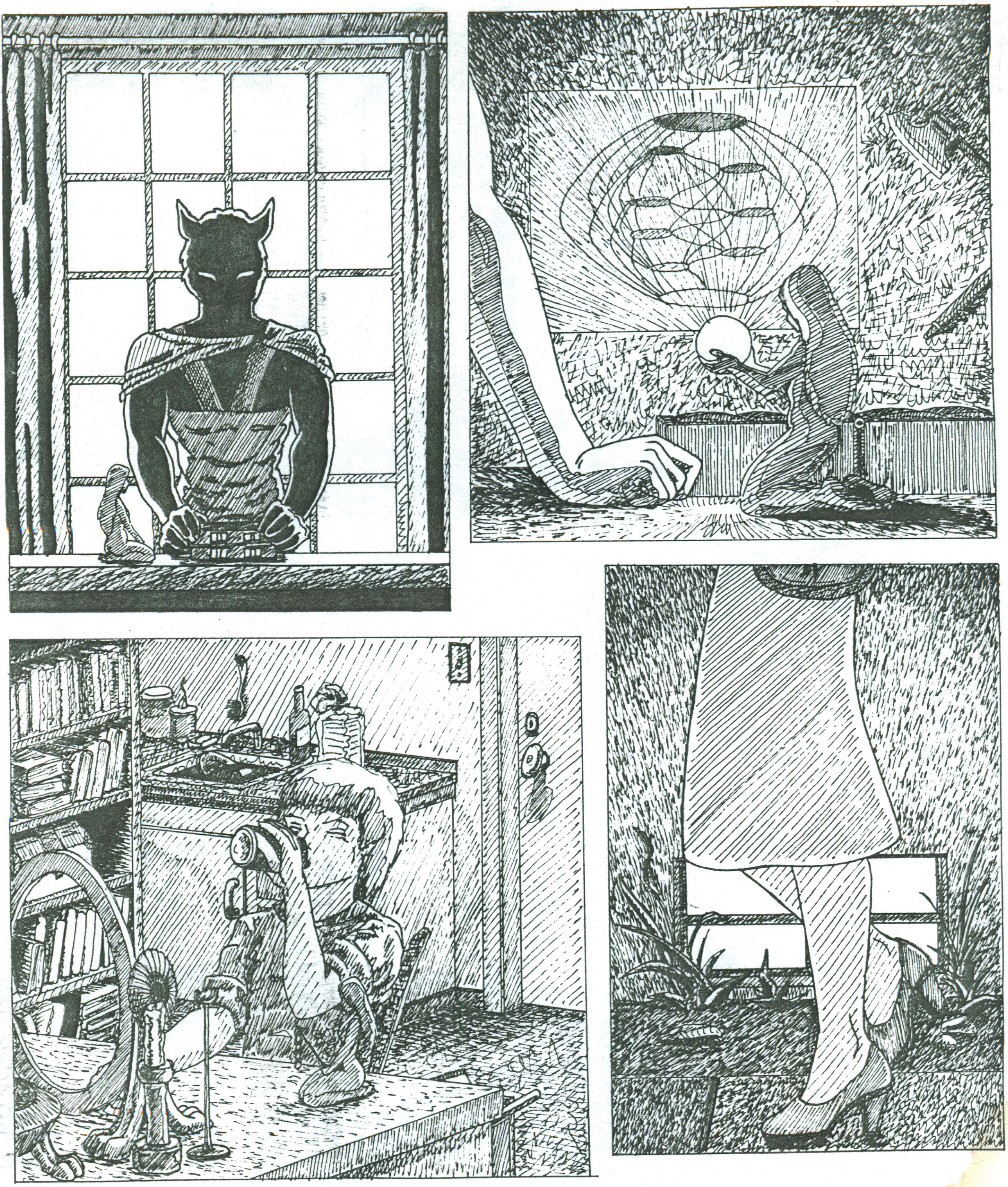
ODDITIES FOR THE FUTURE

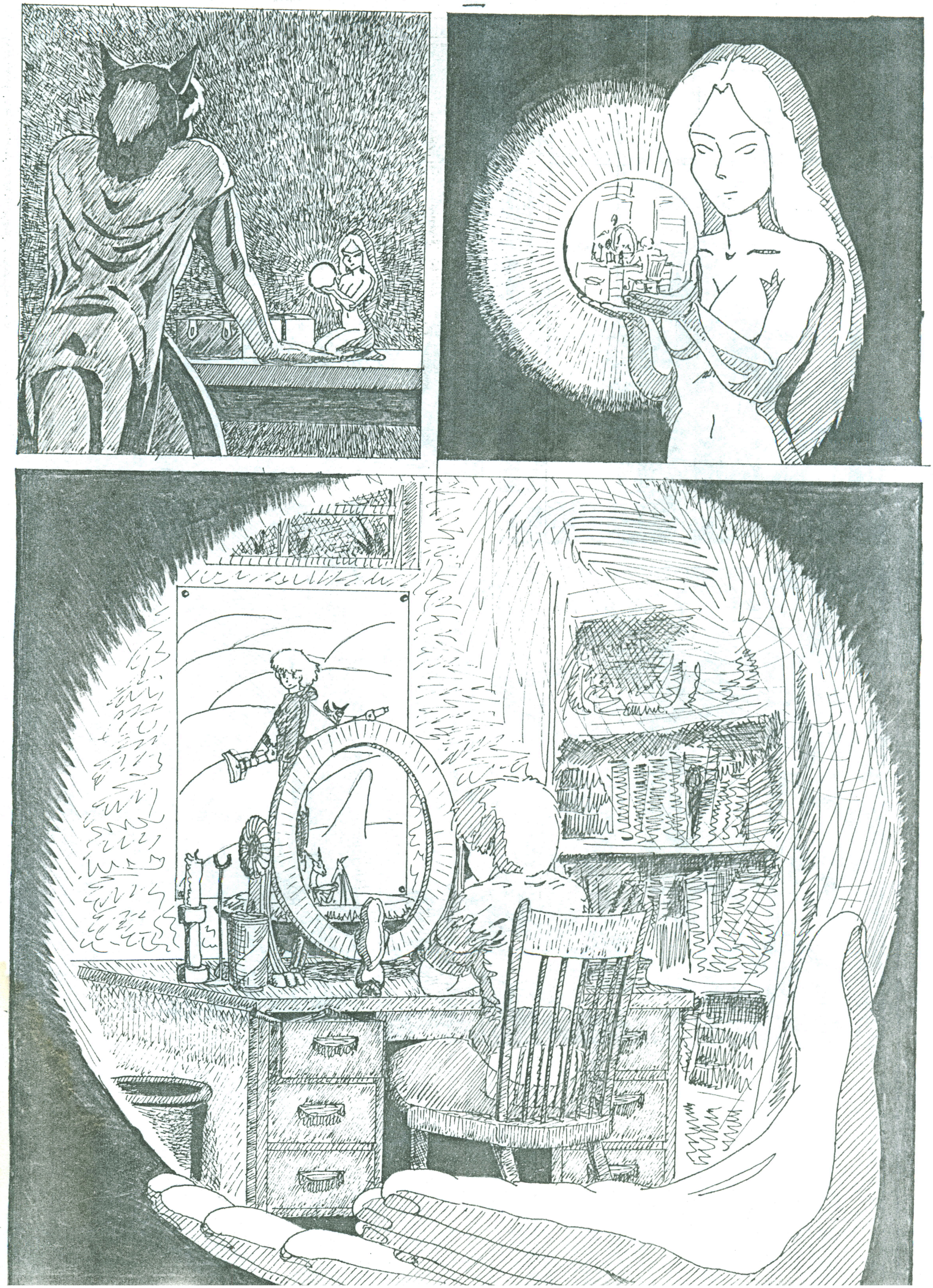
The JUSTICE SQUAD. An oddball group of paranormals collected by the governing council of the city of NEW YORK, N.Y. (or whoever the hell it is). Directly supervised by the Chief of Police for the city of N.Y., they are to do nearly anything the GM wants them to, to advance the plot of their scenario.

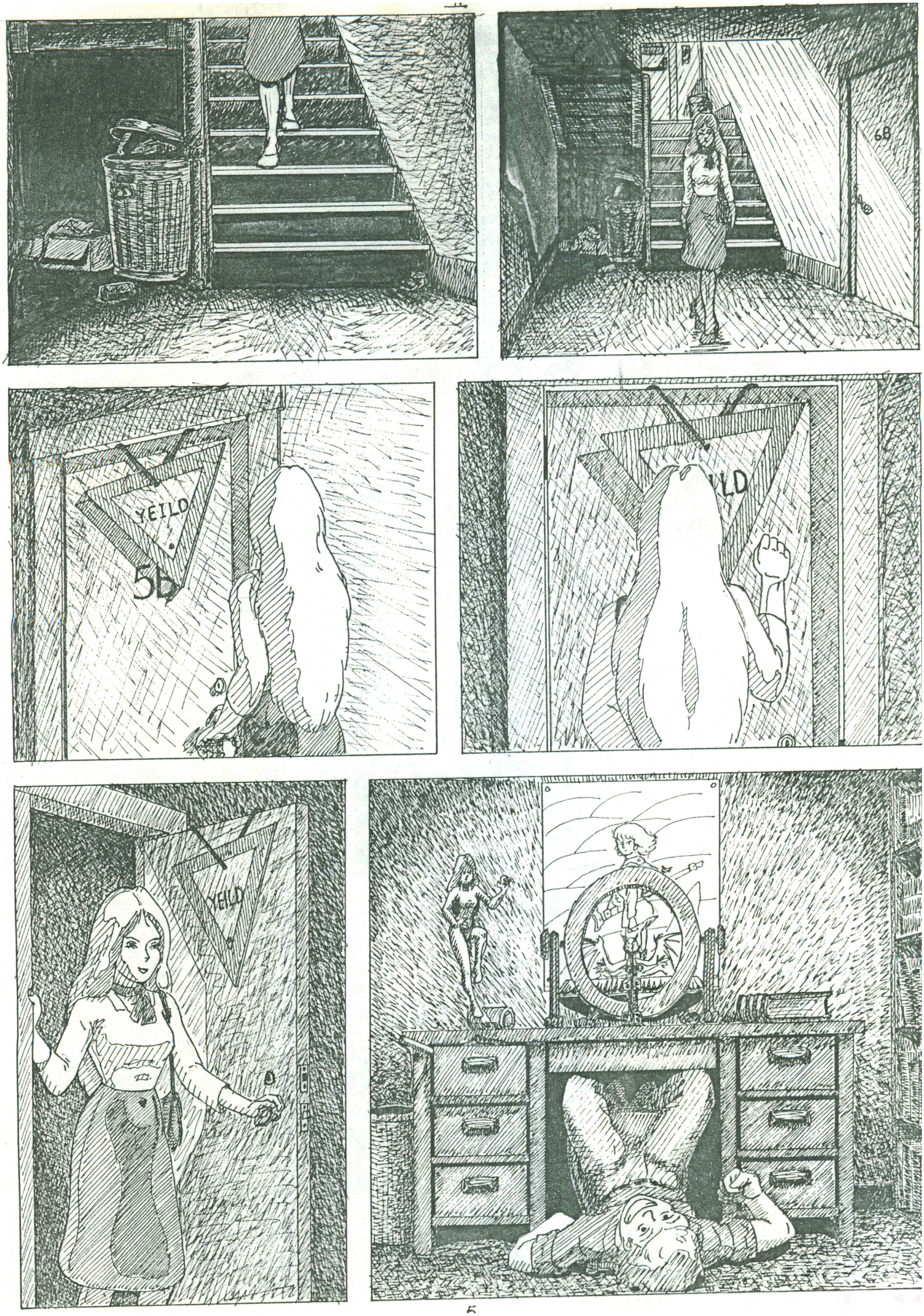
Unstructured ramblings about religion, language, architecture and anything else I feel like, as they apply to the ROLLMASTER campaign I'm assembling (currently closed).

All for now

ERRATA: Yes the story in this submittion is supposed to continue. Yes it has a title. No I don't know what the title is yet. Yes there is dialogue. No you won't see the dialogue this time. Yes it is gaming related (sort of). It's the continuation and expansion of the afore mentioned ROLEMASTER campaign. No it doesn't really make any sense yet. SORRY! A non-MARVEL no prize to anyone who finds the BIG mistake in the art.



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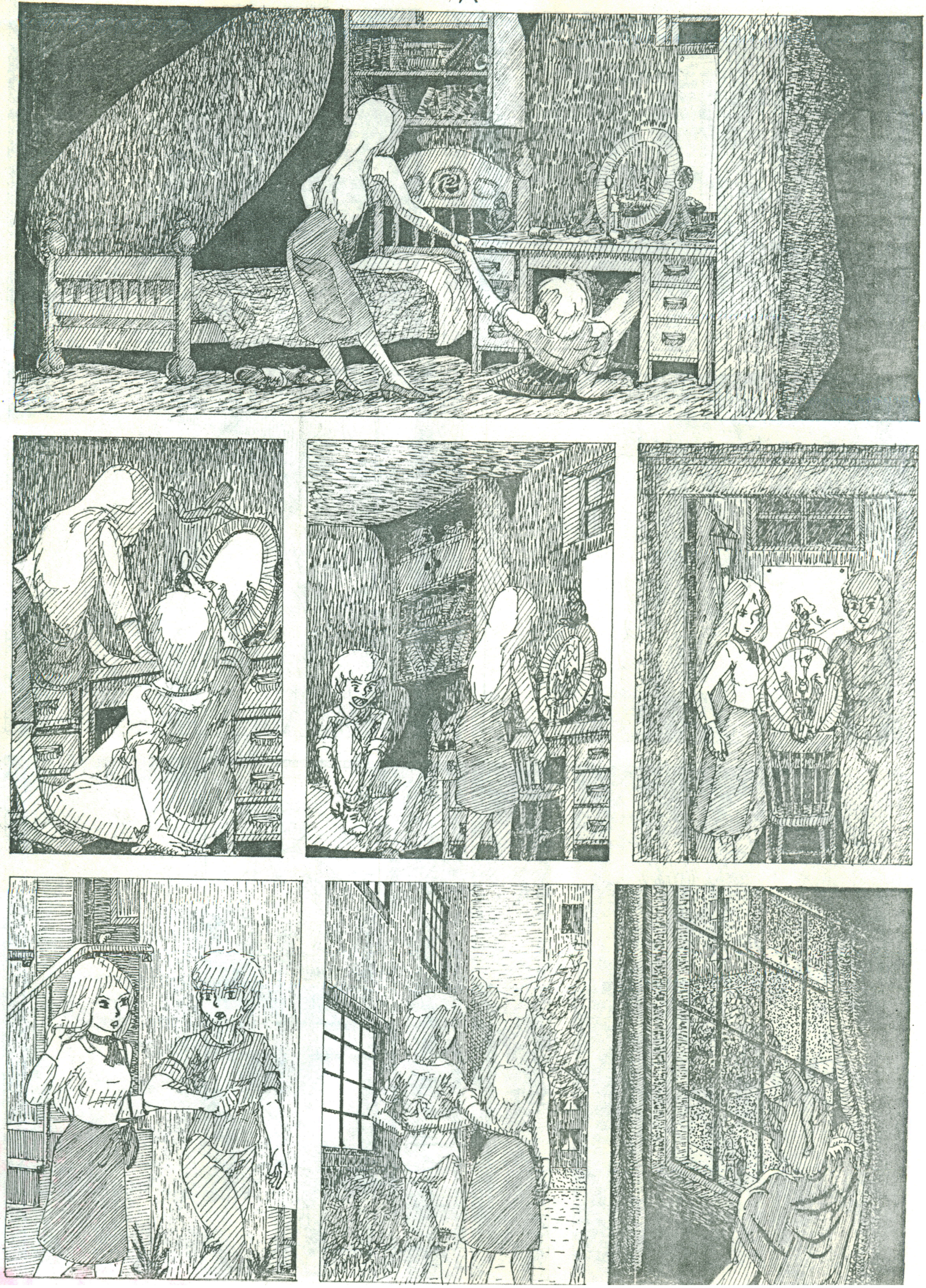
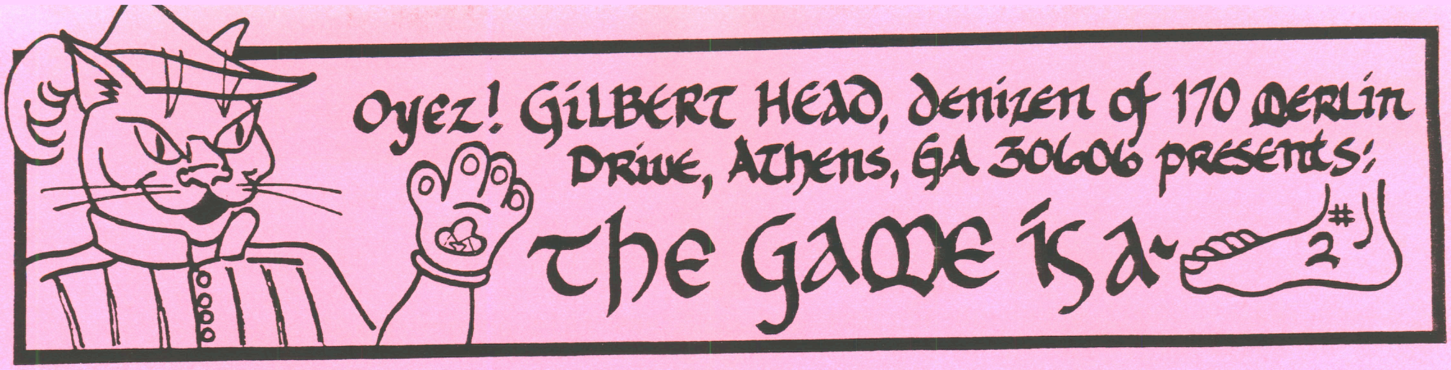




Oyez! Gilbert Head, denizen of 170 Merlin Drive, Athens, GA 30606 presents:

The Game is a

#2

Those who are morally upright and intellectually astute out there will quickly discern that this is The Game is a Foot #2, generated expressly for *Motive* #1. If the numeration confuses you, or makes you fret, don't. All will be well anon. Or not. And explained. Or not.

When last we strode these Eleysian Fields, we were talking of the creation of personae, and of world-building, and of ancient games, and other Topics of Great Import (and Export). And promises were made for the future, one of which was the promise of mailing comments for those wise and gifted contributors to that Historical Document which shall be known as *Motive* #0 for the purposes of this narrative.

And so, without further ado, because I know the collective You are out there foaming at the mouth with anticipation and dread and hydrophobia, we present for your edification:

MAILING COMMENTS FOR MOTIVE #0*********************

(As will usually be the case, these comments will follow the general order of appearance in the APA; also, I have elected a kinder, gentler approach in addressing these to persons by their first names. If this makes you writhe in anguish, please let me know. Impersonality and/or formality are only a complaint away, if desired).

COVERS: Great Scott!!! Or, Great, Scott!!! Scares me, and I'm fearless^2 (thanks herewith to Sir Rick for the nifty turn of phrase).

OE: (Denotes Official Editor. Used to comment on how the package is assembled, or other official aggregate business. Since Wayne is current OE, we could just as easily label it WOE). A couple of suggestions: You might want to consider grouping all the official stuff (constitution/roster/"business district"/OE pronouncements) together up front, especially if you want to make sure that the information is not missed.

Also, you might want to vary the order in which the individual zines appear from issue to issue. In that way, those who otherwise would (oops— split infinitive) be in the back all the time won't find themselves on the short end of the MC stick every time when folks start crowding deadlines and cutting their MCs short or off in mid-mailing (trust me folks, it'll happen).

Other than that, splendid first effort. Thanks for the invite to play along. And may your *Motive* continuation rolls all be criticals........

Peter: At last, someone on whom my obtusitude will not be lost. As the Big Blue Guy himself once said, "It's a Blue World, Max!" And remember, "individual successful" comes more easily to some than to others.

And while we're chasing the obtuse, what do people who actually know you call you (just in case)? I think I will call you.....Tim. Or maybe not.

(Boaz sawed his friend in half, counted the rings, and turned the page.....)

MORE to PETER: Having had a chance or three to stroll in the Wyrmsecende uniplex, I think the thing that is most striking to me is the rigor of your worldbuilding; certainly other gamemasters have gotten by on less. I find myself almost distracted by what I'm not running into on those Roads not Taken. As for your enclosed Cosmology, I find myself hoping pretty fervantly that I don't brush up against any critters this powerful. I mean, 25,745%??? Really????? No thanks.

I expect to see some more of the Game of Life. Maybe some History.....

MICHAEL: Enjoyed the introzine, and even enjoyed the crossword (what I could parse out of it.) You are hereby encouraged to write even more next time, lest you be devoured by the Dread Minac Beast.

STEWART & CHAD: Or is it Null and Void? Or Noil and Vud? At any rate, points for graphics and the clever device of tag-teaming, as neat a way as I can think of to avoid individual censure. Or credit. I liked the mini-reviews, although my tastes tend towards historical wargaming and fantasy role-playing. Toward that end, I agree with the Runequest assessment, even down to the observation about the cumbersome (if believable) combat procedures.

Null, the Mechs section was interesting but pretty much lost on me. Still, keep it coming, guys.

ME: Awfully terse, and in places, tersely awful.

WAYNE: How clever of you to choose heroes who are actually multiple personalities of one incredible human being.....the Astounding Don Knotts. (Think about it— when's the last time you saw any of these people together?)

Re random scenarios: If you're going to lift plot lines from The Incredible Mr. Limpet or The Ghost and Mr. Chicken (both starring.....the Astounding Don Knotts), you should at least give credit where credit is due.....

And speaking of Sculpey, I'll bet you'd like us to believe that you didn't know it was invented by.....the Astounding Don Knotts, who came up with it as a way to gag Opie on the Mayberry set (non-toxically, of course).

Re Space Gothic: The Dune influence is obvious, and well realized. I am sort of curious about how the Lizards got locked into Creedence. I always sort of pictured them going for Leon Redbone or Tiny Tim. At least their musical taste makes a sojourn into this multiverse aurally doable for me.....

Great graphics, a fine first zine, and splendid first issue of Motive. May there be many more in its wake.

PAUL: Welcome Aboard. Your offering is concise. So will this mailing comment be.

WALTER: Sounds like we've got a lot of chaos loose and flapping about in the Rothbourg world. I assume that "minioms" is a term not unlike "minions". For that matter, I had some problems following the historical narrative due to the contorted syntax in places. Or maybe it was just dropout from bad repro. Either way, cleaner copy would make for smoother reading. Along those same lines, I was unclear about the demise of Albert's sons: was this one, or a multiple of chaos beasties lurking in the woods?

I did like the map, and I look forward to your next installment.....

(Evil paramecia lashed their flagella in concert to turn the page.....)

KEITH & DEENA: Let's start off mean (sorry, Deena). Acouple of (similar to "a couple of") suggestions: 1) If you're going to keep the 3-column format, please consider widening your center gutters a little more, sil vous plait. My aging orbs kept wanting to make transcolumnar leaps of faith. 2) If we're being treated to "stuff from Deena", set it off with a different font/pitch/point size/header (This last, mostly, so I will know specifically who to pick on— sorry, Deena).

Re ST:TNG, I have found the quality of this seasons' episodes to be pretty uniformly high (notwithstanding the occasional turkey).

Re MCs: "longstanding relationship with the OE", eh? (Sorry, Deena)

Re your APA questions to me: Yes, it is generally true that due dates for submissions are "ironclad"; how much so that is true depends totally upon how much of a hardass the OE is. The idea here is to get the mailing promptly into the hands of the membership— typically one to two weeks post due date. There is a mechanism for those who want to ship materials but don't want to wait until next mailing. This is the Dread Postmailing. What generally happens is that one or more tardy members miss a deadline, and convince the OE that it is necessary to put this late material into the hands of everyone before the next scheduled mailing. These offerings are then assembled like a regular mailing, and shipped as an addendum to the main mailing (usually designated as a ".5" mailing— i.e. a postmailing to this issue would be labelled #1.5). Generally, postmailings are to be avoided like the plague, and the traditional way of doing this is by making those persons who are in the postmailing absorb its distribution costs *en toto*.

As far as paper goes, go with what pleasesyou/you can afford/looks good in repro. Try and avoid whites (not always possible—I understand), or twiltones, unless you have access to a real kickass mimeo facility.

Speaking of repro, cheaper is better as long as quality doesn't suffer. You have to find the balance between what you can afford and what will be ingestible in terms of repro quality without causing indigestion to your readers.

If you *really* want the movie list, I'll run it nexty. Glad you liked the bio and 9 men's morris.///The programming section was as interesting as any mystical system can be with which I have no Basic (giggle) familiarity./// Actually, Celts by *any* spelling would remain unpronounceable (that's part of *their* native charm). Some rules for pronunciation might be useful— after all, Ē-Ō-CHĀD (Eochaid doesn't sound all that furiously Celtic./// On timelines and world-building: the thoroughness with which the GM does these are the critical measures by which I rate a RPG. If you just want to kill monsters, go to Trimaris (IAJS).///Well, I really must go. It's time to turn *Golden Throats* over for side 2 (sorry, Deena)....

JONATHAN: You can ultimately blame my presence here on Alan (I do).///I'd kinda like to see Ball and Chain as rendered by Jack "King" Kirby. Sounds like the classic Doltic Duo of Boneheads.

As for Edge (another Astounding Don Knotts creation), well, I've heard it booted about enough to want to take a stroll therein myself (that a subtle enough hint, Wayne?). And Sersus.....well.....what have we here? The last Angry Young Monkey? Sounds like Sersus could use a good old piece of——peace. While this guy would make a great partner in Old Detroit, I can't see him on "Thirtysomething". One hostile dude, that's for sure.....

SCOTT: Once again, great covers, both searing and subtle.///The world of Transdimensional Blues is nice and dystopian.....about the only apocalyptic vision you seem to have overlooked was Giger. And Cleveland——a nice touch.

Warp Mechanics: Are we to assume that the 50 km strip warp in Kansas was the biggie 500 sq. mi. warp referred to on pg. 2? If so, that site would be the nexus of the worst geothermal disruption. (We then Warped to the next page.....)

MORE to SCOTT: If we attribute most of the atmospheric "winterizing" to the blowoff of this volcano (let's call it "Mt. Toto"), we are left with the following: a damned big (radius 300 mi.) volcano which has coalesced out of a 500 sq. mi. magma vent. Let's assume that, after local magnetic fields stabilize, we wind up with a fairly conventional (if humongous) Kiluea-type lava pusher. Let's say its period of venting activity comes every 8 weeks or so (after stabilization). So bimonthly, it oozes up and out. A lot. We actually have a pretty close model for this on earth. Measured from the sea floor, Mauna Loa meets our radius dimensions pretty closely. Also measured from the sea floor, we're talking about roughly 32,000 vertical feet.

Now, that's a shitload of magma. But let's say it happened. I think it would take at least 5 to 10 years of furious output (and no collapses) to reach that height. And, with what that pile of cooled rock would do to global and local weather patterns, well, the Reacher's Mtns. are almost an afterthought.

I find the rest of your worldbuilding geopolitically well thought out and plausible (if a bit optimistic with respect to the survivability/coalescing of national entities). If you haven't already, give Larry Niven's Lucifer's Hammer a look.

A question about Latin America: Is runaway population growth still a major factor? For that matter, what control (if any) does the Roman Catholic Church exert?/// I really like the Sino-Canadian Wars. What a great theater of conflict.

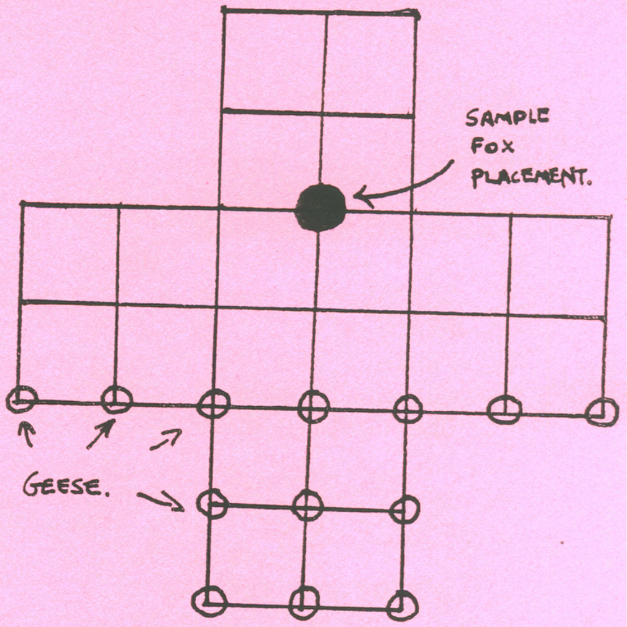
Having been pretty nit-picky above, I should state for the record that I think this is a great piece of worldbuilding. Except for the volcano and resulting winter time frames, this all looks pretty "doable" to me. I hope you will explore the possibilities raised by plopping a minuteman missile crew and silo right down onto a class M planet somewhere "out there". My highest compliment— I can't wait for the next "Film at Eleven"—— keep 'em coming.......

*****END OF MCs FOR #0&&&&&&&&&&&&&A NEW (OLD) GAME*****FOX AND GEESE***********

History: Hala-tafl, the Fox Game, is mentioned in the Grettis Saga (Iceland). This early 14th century referant may be to Fox and Geese. It may also be that Fox & Geese is the "Freystafl" which is mentioned in some later sagas. All of these games were probably descended from Tafl and its best known descendent, Hnefatafl (for which no recorded rules survive.

TO PLAY: 13 Geese are configured as on the diagram. The Fox can be placed on any point in the open board. Movement is along lines to contiguous points. The fox captures by jumping, and can do multiple jumps, but can only jump one goose per jump. Geese so jumped are removed from the board. The game ends either when the fox is hemmed in by the flock with no place to move, or he depletes the flock so that they cannot trap him.

Generally, the playing pieces for the Geese are lightly colored, while the Fox is dark, and slightly larger. Play begins when the fox is placed on the board. Enjoy.....



And that about does it for now. I must be off, for
The Game is a Foot......see you in 60..........

TRANSDIMENSIONAL BLUES

PRESENTS:

STATE OF THE UNION

Welcome ladies and gentlemen to Issue 1 of Transdimensional Blues. In case you can't tell from the title, this month's issue deals with the state of things in the good ole' USA. In case you couldn't tell how bad things are from Issue 0, I'm here to tell you now. But first, reviews of last issue's worthy contributions.

The Blue View, From one anal retentive (retainer?) to another I was impressed by your attention to detail and your interpretation of the good and bad guy's of Judeo-Christian fame. You might enjoy reading " To Reign In Hell" by Stephen Brust if you haven't already. Keep the quotes from tomorrow's world leaders coming also.

Bolts of Bedevilment: Amperion's Thoughts; Obviously a man who has seen more television and read more books than me. I couldn't solve the damn thing! I can't wait to see what other bolts spring from the brain of Mighty Amperion this issue! Yikes!

Death To All Fanatics; What can one say? Your reviews were right on the mark (and hilarious as well!). The graphics were fantastic! I'm still washing laundry sullied from my first reading of Null's Scary Mechs! You should have changed the names as well as the stats though. How about the seventy-ton "Youadedmutha"?

The Game Is Afoot, The master has spoken! I first heard of Gil many years ago in Macon, through the SCA. I must say his history lives up to the legend. Gil, I'm proud to be associated with you through this publication. I look forward to your next article.

The Imperial Elvis Post, Can Wayne do anything that's not totally insane? Having been one of the privileged to play Space Gothic, I can attest to it's craziness and playability (" Okay the transports sinking. Inside the crates are forty Inflato-Sheep Love Dolls"). Weird, huh? Keep it coming. But foremost my thanks for starting this APA. It has given me a motive for setting my work down in a format where others can enjoy it.

The Mysterious One Finger Tequila Swillin' Society; Weird. Looking forward to this issue's submission. I think. Beware of Greek finger's bearing Trojan's. Double Yikes!

Rothbourg; a nice and well thought out background. It suffered a great deal from typos and organization, however. Spend more time editing. But most importantly, get it done so I can play in it.

Secrets Of Vulcan Poetry Revealed; Fascinating. I know the monster-maker will be well recieved by the RuneQuest community. Coming up with random opponents is one of the main bitches of the game. The featur on naming characters was very nice, but translations would have made it nicer. Who knows what the hell some of those names could mean. It's as scary as wearing those silly Japanese tee-shirts. Imagine playing for years only to find out that your favorite character's name means "vaginal juices" (yes folks: that was an actual Celtic name!)

Those Wacky Celts.

Tale Of The Monkey Man, Having heard that Null was dedicating haiku to the Tailed Demon of the Whirling Swords, I thought it would be good to dedicate a rap song:

wikkawikkawikka (scratching sound effects) " Welllll Gotdam!.. The Monkeyman's back; ready to lead a new attack! Lock up yo daughters! Hey, lock up yo whoes! The monkeyman causes fear! Even in those! Huh! Huh! Huh!Huhuhuh!Huh!Huh!Huh!" wikkawikkawikka...

Maybe Beat-Poetry would have been better?

And now, without further pother (look it up! I know you own a damn dictionary!)...

THE UNITED STATES; The disaster of The Warps was sufficient to cause immediate imposition of martial law by the United States government. To its credit, the government managed to hold the states together until 2001. At that time, the strain of disease and famine on the population became too much. In the wake of the disaster in 1999, most of the population relocated to urban centers for aid. Overcrowding in these areas served only to make a bad situation much worse. Starvation and disease spread and tempers flared. The military and police forces abused their power.

In the fall of 2001, rioting broke out in the major cities. The military stepped in and the situation soon flared into open civil war. Only in the major urban areas of the east coast was the government still in control by the spring of 2003. This period, lasting until 2037 is known as the Bad Years. It saw the government regain power in the east coast states and gain a tenuous foothold in the west coast and most of the states east of the Mississippi River. In the uncontrolled areas, chaos reigned. Petty warlords; mainly ex-military men from the period of stable martial law, ruled small fragmented areas. The great cities of the mid-west and west coast fell to decay and gang warfare. In the east coast, the remaining United States were trying to recover as best they could. Urban development proceeded at a fairly rapid pace and disease was kept at bay with the help of advances in medicine made by the Europeans. Keeping the recovering population fed was a greater problem. It was necessary to import massive amounts of food from Europe and Argentina. This served to increase the national debt tremendously.

By 2037, the government was able to suspend martial law in most of the east coast states; declaring them Free States. The same order, Emergency Mandate 375, split Ohio, Alabama, Mississippi, and parts of Minnesota, Wisconsin, Illinois, California, and Oregon into Military Districts. The Military Districts in the Great Lakes region were especially important for their rich farmlands. The only sour note in this triumphant year was the declaration of the Republic of Texas.

The period from 2037-2050 was one of conquest and redevelopment in these Military Districts as well as continued development in the Free States. This period is referred to as The Restoration. In the Free States, the chain of cities from Boston to Washington D.C grew towards each other; threatening to become a huge, sprawling megalopolis. In the military districts, urban centers became the base for reclamation of territory by the government. In 2050, the government opened up areas in the military district to industrial development as tax-free Industrial Zones. Corporations moved in to help rebuild these areas.

It looked like recovery was only a few decades away. Then came the Chinese. On April 17, 2057; five divisions of Chinese troops crossed the Bering Strait into Alaska. The U.S. government protested this invasion of territory claimed by them, but the Chinese ignored it. In May the Chinese crossed into the Yukon, which had been reclaimed by Canada only two years before. The lack of action by the government caused the secession of the West Coast Military District which immediately joined the Japanese Defense Pact. By 2060 the Chinese had advanced to the area of central Manitoba. The eminent threat to the Great Lakes Military District forced the U.S. to enter the war on the side of Canada. The war has been a constant strain on the U.S. economy and the Panama Intervention of the seventies caused further problems. The U.S. remains in dire economic straits at the moment, but it shows signs of gradual improvement.

THE FREE STATES; The Free States are Maine, Vermont, New York, New Hampshire, Massachusetts, Connecticut, Rhode Island, Pennsylvania, New Jersey, Maryland, Delaware, Virginia, North Carolina, South Carolina, Georgia, and Florida. Residents of the Free States are accorded the full rights of citizens according to the constitution of the United States. Immigration and naturalization from foreign countries and the Military Districts is possible but the situation of the economy limits such opportunities. Immigrant camps have been a permanent fixture at the entry points to the Free States since the mid-forties. Each day their residents line up outside the Immigration Offices, hoping for the chance to be admitted to the Free States.

THE METROES; In reality, areas outside the urban zones in the Free States are often no better off than the Military Districts. The economy is slightly better, and more consumer goods are available; but taxes are high and work is scarce. In the more rural areas, bandits are still a threat.

The real opportunities are in the urban zones, where the megalopolis has become reality. In 1990 the urban zones of New York City and Philadelphia were less than thirty miles apart. By 2070 Boston, New York, Philadelphia, Baltimore, and Washington D.C. had grown into one huge, sprawling urban zone. It was the January 25, 2071 issue of Time Magazine that coined the term Metro in reference to the phenomenon of huge urban zones. 'The Metro' refers to the Boston-Washington D.C. urban zone. The other Metroes are Atlanta, Richmond-Norfolk, and Jacksonville-Miami. The individual cities of the Metroes are governed separately of course and state borders still apply to these areas.

Life in the Metroes can be very complicated and just as dangerous as in other areas. But in a different sort of way. The trend toward residence in suburban areas seen in the late twentieth century became impractical with the fuel shortages of the twenty-first century. By 2020 the price of petroleum fuels was such that the average urban dweller spent the majority of his or her income on the basic necessities of life. The introduction of alcohol fuels eased the situation slightly, but the lack of arable land under government control kept the prices up. Huge dwelling complexes and public transportation became a major trend. In 2035, the first arcology was completed in New York. As American corporations began modelling themselves more after those of the Japanese, housing became a concern of theirs. Residential space partially has taken the place of salary increases.

As always the criminal element gravitated to the city center and the areas surrounding it, making forays into the residential areas when they could. These areas are still the realm of gangs and drug lords. The Mafia is a shadow of its former self, having been eclipsed by the Chinese Triads and Japanese Yakuza. Small time dealers and fixers occur in abundance also, many of them having their origin in immigrants from Central America and South Africa. The Triads themselves are immigrants of sorts, having come from areas conquered by the Peoples Republic of China in the early part of the twenty-first century. The Yakuza came in force during the Restoration, having traditional ties with the 'zaibatsu' or Japanese corporations. Advances in chemistry made designer drugs such as Lust, Blue Meth, and Stoke cheap to produce and buy. Synth-coke, Ice, Crack, and Heroin retained their popularity also.

The harsh, chaotic lifestyle of the 21st century urban zones fostered the gang phenomenon as never before. The nihilism of urban youth manifested itself in such movements as Chaoticism, Neo-Punk, Snuff Gangs, and many other unsavory and dangerous groups. Their rejection of accepted moral standards make them a threat to the honest citizenry.

Rampant unemployment has added to the crime problem. Just as in the previous century, the poorer classes often turn to crime to survive. The difference now is that almost eighty-five percent of the population lives at subsistence level, so there are a larger number of individuals turning to criminal activity. Vice-related crimes constitute a vast majority of the criminal activities. Even the decriminalization of prostitution and certain recreational drugs has not helped the situation much. The criminal underworld has not released the hold it had on many of these activities while they were still illegal.

Trying to hold off the threat of crime is the urban police force. Much better equipped than their counterpart of the previous century, the police forces of the metroes have a dangerous and thankless job. But much of the lack of thanks on the part of the public is not undeserved. The upper ranks of the police forces are rife with corruption and the lower ranks often abuse their authority on the street. This makes the job of those truly dedicated officers a difficult one. Most patrols are made in heavily armed and armored vehicles, especially in the poorer sections of the metroes. Officers regularly wear bullet-proof armor. Special Weapons and Tactics groups are often equipped with the latest military hardware.

THE MILITARY DISTRICTS; The Military Districts consist of the Alabama, Mississippi, Tennessee, Kentucky, West Virginia, Ohio, and Great Lakes Military Districts. The Districts were established in 2037 by Emergency

Mandate 375. The last areas to be reclaimed were in the mountains of West Virginia, Kentucky, and Tennessee. Resistance to Federal rule in the Districts is by unorganized bands of nomads and brigands, most having their origin in the petty warlords and revolutionary groups that ruled the areas during the Bad Years.

In an interesting aside, many of these groups started out as "State Defense Forces", organized by the Federal Emergency Management Agency (FEMA) from vigilante and right wing survivalist groups, and supplied with equipment by the National Guard. These "State Defense Forces" were a contributing factor to the social disturbances which led to the Bad Years. Many were responsible for the atrocious treatment of alien populations within the U.S. Such treatment included the herding of aliens into "detention camps". Conditions in the camps were barbaric, approaching the treatment of Jews in the concentration camps of Germany during the Second World War. Wholesale slaughter did not take place in the camps, but in rural areas, whole communities of alien refugees were slaughtered to the last person.

Regardless, many of these groups rejected the federal government during the breakdown of 2001-2003. They became powers unto themselves and were often the best equipped of the groups fighting for power in the uncontrollable areas.

In many places, military units found themselves cut off and did much the same thing, becoming local warlords over the beaten and starving populations. Much of the Restoration was spent fighting these renegades.

At the present time, these groups find themselves confined to petty brigandige and piracy, constantly on the run from the army which operates out of the garrison capitals in the Military Districts. In some places, the warlords have dealt with the government, retaining semi-autonomous power in return for keeping the area in control and collecting taxes.

Populations tend to cluster around the old urban centers that existed before the Warps and subsequent breakdown. The base for operations in the Military Districts was in what was left of the major cities in these areas. To this day, these garrison cities remain the centers of authority in the Districts. The period from the end of the Restoration to the Chinese invasion in 2057 was one of aggressive reclamation by the military. Reclamation was a matter of military and diplomatic action. In some areas the army was welcomed with open arms. In others, rebellious occupants fought bitter guerilla wars. Territories with very sparse populations were the ideal spot to settle many of the refugees who had been flooding to America for the past decade. And these refugees made a perfect pool of workers eager to leave the decaying, war-torn garrison cities for the gleaming corporate arcologies of the Industrial Zones.

THE INDUSTRIAL ZONES;In an effort to bolster the economy in the Districts as well as the Free States, the government set aside land in the Districts to be developed as tax-free industrial zones. In return for building factories in these areas, corporations would recieve tax exemptions on any interest of theirs in the Zones. Urban renewal has made its mark in these areas; gleaming corporate arcologies spring up from the ruin of the past hundred years of war. Many of the workers for the corporations took up residence in the zones, bringing a housing boom with them. Most workers commute to work from the garrison cities which border the Zones. At the present, residence in the Industrial Zones is the greatest reward these commuters can aspire to. Application and acceptance for Green-card status is necessary to work in the Zones. Security is very tight around the Zones. Active minefields and barbed wire are a common means of discouraging unwanted entrants. Entrance is only given to those who have been registered with the government and possess identification. Even with its superior security, the Zones are still rife with crime.

The governance of Industrial Zones is by a general council of representatives from the corporations backing the Zone, overseen by a chairman appointed by the government. The zones have their own police and emergency forces separate from the military security forces of the Districts. These forces act in the interest of the corporations, not the residents of the Zones.

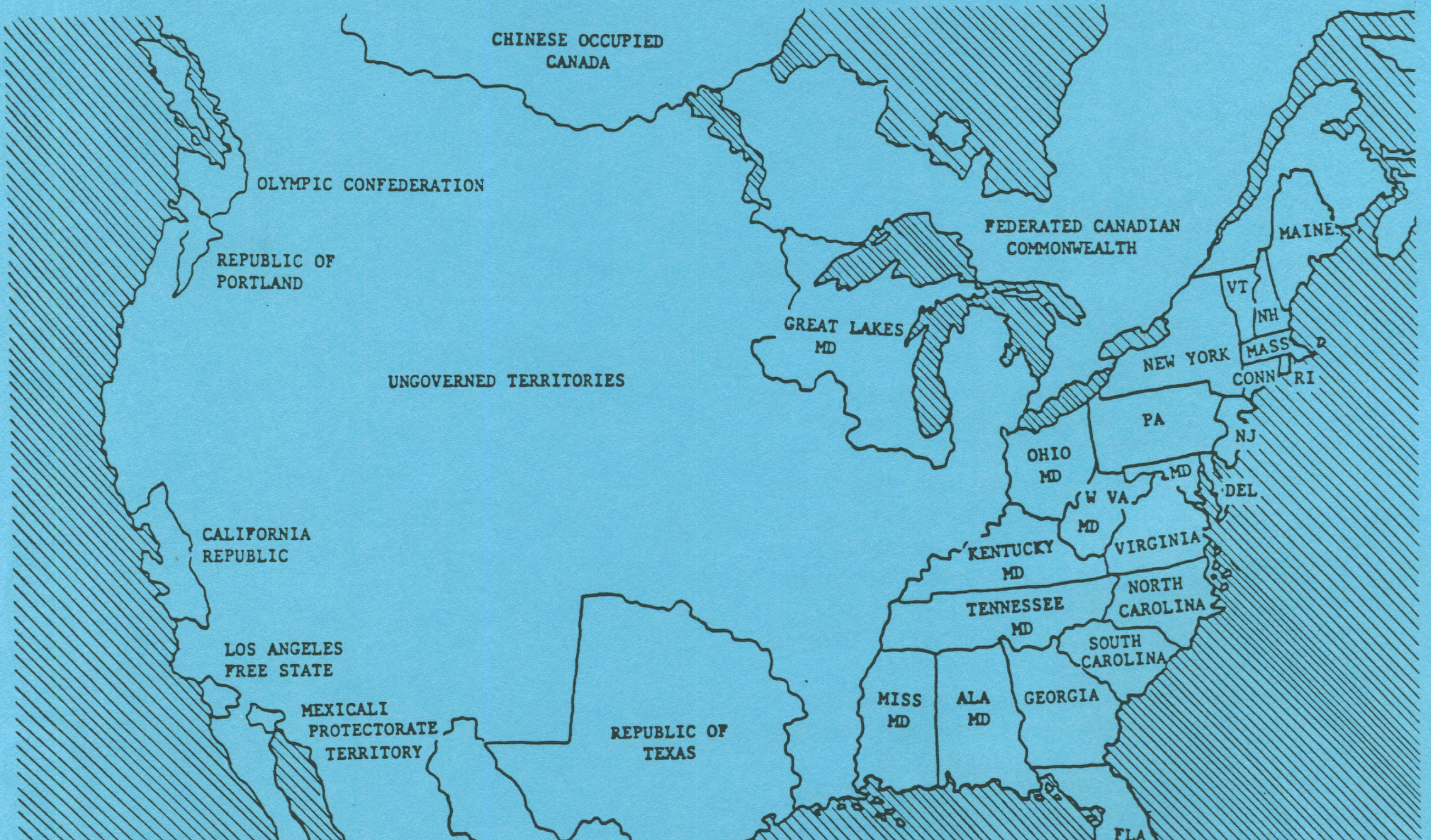
CLEVELAND AND THE OHIO MILITARY DISTRICT; The first thing one usually notices when nearing Cleveland is the huge hologram of the Exxon-Agriplex logo projected over the arcology belonging to that corporation. The arcologies themselves loom over the lakefront; both home and commercial district to the more well- to- do citizens of the industrial zone. The rest of the industrial zone is commercial and residential areas for the poorer inhabitants of the Zone, drawn by the promise of better lives and employment. The harsh reality of this promise is the same as any other urban area; high crime, slum housing, and a mind-numbing hand to mouth existence. The brutal corporate police keep any serious problems from developing. The Zone is where most of the actual dealing of the street hustlers go on. Dealing in arms, drugs, software, or whatever else is illicit and profitable; hustlers and fixers gather in the seedy bars and dens of the Zone. A corporate contact can make or break a fixer, depending on how valuable the contact deems the fixer.

The entire Zone spreads east as far as Cleveland Heights, south to Union Ave. , and west along the Cuyahoga river and reservoir. The dam and hydro-electric plant were built in the 50's to supply power to the garrison town and the projected industrial zone. The result was the Cuyahoga Reservoir, which covers much of what used to be south-central Cleveland. A 200 yard wide strip of land has been cleared and mined all the way around the Zone and all entries are heavily gaurded.

The garrison town is the inhabited area of the city immediately around the National Guard garrison. In appearances it is very similar to scenes that most Americans of the twentieth century would have attributed to Beruit, Lebanon. The area has never fully recovered from the thirty years of constant warfare it suffered in the early part of the century, but it is far superior to the remainder of the city. It is constantly subject to an influx of refugees seeking a better life than that available in the Outback. A large refugee camp has sprung up along the lakefront west of the garrison.

The remainder of the city is called Badside. It is a tangle of ruins inhabited only by gangs and squatters that must periodically be rousted by national guard patrols. Smugglers and fixers who deal in the Zone often maintain safe-houses in this area.

There are a handful of small towns that have sprung up around the edges of the Badside. They exist mainly as centers of commerce for the local farmers and nomads. One is even overseen by a warlord who cooperates with the military governer. These areas have jokingly been dubbed "the Burbs" by the locals.


CHINESE OCCUPIED CANADA
OLYMPIC CONFEDERATION
FEDERATED CANADIAN COMMONWEALTH
MAINE
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MASS
NEW YORK
UNGOVERNED TERRITORIES
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CALIFORNIA REPUBLIC
KENTUCKY MD
VIRGINIA
NORTH CAROLINA
TENNESSEE MD
SOUTH CAROLINA
LOS ANGELES FREE STATE
MISS MD
ALA MD
GEORGIA
MEXICALI PROTECTORATE TERRITORY
REPUBLIC OF TEXAS
FLA
FEDERAL REPUBLIC OF MEXICO

FILM AT ELEVEN

WAR THREATENS IN NORTHERN IRELAND

AP News-London

In the past two decades, the population of N. Ireland has shifted from that of a pro-Union Protestant majority to that of a republican Catholic majority. The situation had finally gotten to the point where the government of the United Kingdom was forced to allow a vote to be taken. This vote would decide whether the province would remain part of the Union or become part of the Irish Republic to the south. In the poll, the republicans won in all but one of the six counties. In the aftermath, Parliament declared the vote to be null.

The Republic and the European Community strongly protested. Britain responded by sending two battalions of troops to the troubled province. Rioting has broken out in the western part of the province, and troops of the Republican Army are massing on the border. EC representatives are urging restraint to both sides in the matter. The Irish Prime Minister, Hugh O'Donnell, is demanding the withdrawal of all British forces by the end of November or military force will be used. Opinion in the Republic is very much in favor of the Prime Minister.

CORPORATION BREAKS CBW-WEAPONS BAN

AP News-Paris

The German based multinational, Nuebecker-Stern Biochemie, have denied accusations that they are producing an outlawed mycotoxin. The mycotoxin, K-11, was developed by the Chinese in the late sixties. It was used extensively by them in the quashing of civil unrest in Southeast Asia a few years later. The mycotoxin affects the nervous system in a manner similar to Parkinson's Disease, the effects taking place immediately. Most victims die a slow lingering death.

K-11 was banned in an agreement between the European nations on chemical and biological weapons (CBW) signed by all major countries. The accusations were made after an apparent leak took place at a Nuebecker-Stern factory in Tunisia. The leak followed a bomb explosion claimed by the Militant Army of God, an extremely anti-western muslim group. Reports of the leak being K-11 could not be confirmed, as corporate police and emergency teams closed off the area soon after the explosion and leak took place.

CEASE-FIRE IN SINO-CANADIAN WAR

AP NEWS-Winnipeg

In the neutral city of Winnipeg, negotiators for the People's Republic of China and the North American Alliance Forces agreed to a temporary cease-fire. Since the war began in 2057 there have been twenty-seven such cease-fires. They have always lasted long enough for each side to rebuild and settle down for the coming winter. Spokesmen for the respective governments have stated there is no reason to believe there will be a permanent cease-fire in the near future.

DRUIDS' CAULDRON/ WITCHES' BREW

A personal opinion column from Nicky Rea and Jackie Cassada

Let me begin by thanking Wayne and the other members/contributors to Motive for their patience and understanding of the problems which precluded our appearance in Issue Zero. Because of this, we now have another chance to "make good" on our promises (and actually turn in some stuff, weird as it may be). We will, of course, strive to be worthy of such consideration, and hereby promise not to moan and groan about it when other people don't contribute (yeah, right! and $10 bills grow in the garden patch right next to all the cute little cabbage patch dolls, curse their existence!). Okay, so enough sweetness and light crap! (Are you sure that shouldn't be B _ _ _ _ _'s Brew?) Herewith is my contribution (it may run a little long since we didn't make it into I. Zero.

From what I've read of Issue Zero, most of you others wrote about specific game systems, character backgrounds, creation, naming, and other neat ideas for games (either published material or your own special creations). I'd like to approach gaming from a slightly different perspective this time out... the perspective of the player. Please bear with me as it may take me a little while to get around to the specific subject. Thanks.

MATURITY AND THE ART OF ROLE-PLAYING

I've been gaming for many years now (no comments, I'm not THAT ancient!), and just as gaming systems have matured, most people's ideas of what role-playing is all about have become more sophisticated. It has become rare for experienced role-players to sit down and play out the game as follows:

Example One:

" Okay, my fighter is going to bash the door down while the cleric starts his Bless spell, and... oh, yeah, Betty, you should have your mage get ready to Sleep whatever is in there." ... and this is NOT instructions telling the DM what the party intends to do, but the actual way many novice role-players think the game is supposed to be played.

As we have grown more experienced we have learned: that "my fighter" has a name - Sir Mallory, that he is a Knight of the Realm, one of the King's chosen defenders. That he has sworn to protect and defend all women of good character, even at the cost of his own life, and that he has been chosen to lead the current expedition -- an honor he would rather not be bound to since he has grave doubts about the expedition's success. He is also concerned because the Queen insisted on including a special favorite of hers, a young female mage (Betty's character, for those of you who may have gotten lost in all this) named Honoria, whose desire to prove her competence and equality is at odds with Sir Mallory's attempts to shield and protect her at all costs. To further complicate matters, Bertrand the Grim, cleric of the god of Justice, refuses to acknowledge Sir Mallory as the leader since he feels that the mission is one of great importance to his temple and therefore comes under ecclesiastical jurisdiction, not the King's. He feels that he should be in charge, and will take any opportunity to prove Mallory's incompetence for the task so long as it doesn't actually endanger the party.

All of these factors make the characters more "real", give them greater depth, and create role-playing opportunities within the party itself, allowing players to interact with one another, not just with the DM. They help define the characters more completely so that anyone playing in the game would automatically be extremely surprised if, for instance, Sir Mallory were to open the door, see a maiden chained to the wall, stride forward and cut off her head "Just in case she's evil and this is a trap."

Because of our maturity as role-players, this sort of behavior from Sir Mallory would stand out as "wrong",extremely chaotic, wildly uncharacteristic and a very poor role-playing performance. We have learned that when we invest our characters with "real" motivations, opinions, preferences, expectations, and responsibilities, that it is far more enjoyable to role-play them, and much more fun interacting with others.

Please take a moment and examine Example Two. While doing so, please consider whether this is an example of Mature role-playing.

Example Two

Eel knelt at the door and fiddled with the locking mechanism. He had already unhooked the rather poorly concealed wire which would have caused several spears to impale him had he not foiled the trap. This one would be easy. The lock opened with a soft click and Eel gingerly pushed the door open a few inches at a time. Sir Mallory shifted impatiently, Father Bertrand tried to get a good view over Eel's head, and Honoria sifted through her spell components, looking for just the right one for whatever spell she was considering casting, a habit of hers which always irked him.

He had trained for this through most of his life, learning lock-smithing and stealth in the local guild. He knew that his reputation had grown enormously from successfully stealing the bell rope from the Temple of the god of Justice. Those self-satisfied clerics had certainly been astounded when they went to ring the bell for morning services! Everyone in town had been buzzing about his daring message to them demanding a handsome fee for the return of the rope and for a promise that he would forswear any more theft of church property. Too bad he'd been caught up in the general brawl at the Singing Serpent and identified.

It was just like those clerics to demand that he work off his "debt" to them, but it DID save him from the King's prison, and it wasn't such a bad little mission. If he managed to do a good job for Father Bertrand, he would be able to use the further rise in his reputation to hire out for more lucrative jobs in the future. His mind returned to the task at hand.

Before him stretched an empty hallway, inadequately lit by a few smoking torches. Three doors, one on each side, and one at the end of the hall, stood closed, their sameness giving no clue as to their importance or lack thereof. Leaving the others to wait for him, Eel quickly slipped on his Ring of Invisibility and started silently down the hall. He checked each section of flooring for any traps, feeling at least some comfort from the Ring of Feather Fall which he had acquired from the guildmaster in a card game: at least if he tripped open a pit, he wouldn't fall too hard. Upon reaching the first door, he listened for any noise from within, checked it for traps, disarmed the feeble excuse for one which he found, unlocked the door and looked inside.

Ah!! A private bedroom. Richly furnished and with several obviously costly *jeweled* items just waiting to be "liberated". Eel glided quietly inside and spent several satisfying minutes examining the contents of the room and pocketing anything worth taking. Then he checked the hall, stepped back out and quietly closed the door behind him. Down the hall he could see Sir Mallory pacing and Bertrand tapping his foot. Honoria was not visible from this angle.

He moved on to the second door, performed his usual routine checks, found this door unlocked and entered. A library! Not too much worth his time in here except for that rose quartz paper weight and the onyx and silver appointed inkwell. But wait! Those papers almost hidden in that large book on the table in the corner... Yes! the papers which would conclusively prove the guilt of the man they were after. Good. He read through them to make sure they were what he was after, then folded them and slipped them inside his backpack for safe keeping. Deciding that there was nothing else of interest in the library, he once again checked the hall, slipped out and closed the door.

Now there was only the last door. Using his usual caution, he managed to defeat both traps and unlock the complicated mechanism. Pushing open the door, he beheld what could only be the Evil Temple. Some sort of bizarre service was in progress. He could just see the Jewel of Justice sitting on the altar behind the strange triangular table upon which the young girl -- obviously intended as a sacrifice -- lay. Realizing that the priest was far too intent upon his preparations for sacrificing the girl to notice one careful thief, and noting that the priest's assistants were likewise intent, Eel craftily edged his way forward until he could snatch the gleaming jewel, then cradling it in the palm of his hand, he slowly crept from the temple just as the priest seemed to be reaching some sort of grand finale to his rites.

Moving swiftly, but quietly down the hallway, he once again entered the room where his companions awaited him. Removing his Ring of Invisibility, he held the jewel aloft and taking them from his backpack, flourished the incriminating papers for all to see. "Mission accomplished!" he reported gleefully.

Now for the question: Is this an example of mature role-playing? If you answered "Yes", you are correct. Eel has a background, a motive, likes and dislikes, and opinions. He makes smart moves and manages to acquire treasure, even manages to find the papers and the jewel that the party is after. He doesn't even really take foolish risks, and is probably playing within his character parameters when he decides that stealing back the jewel takes precedence over saving a young girl's life (though this IS a rather deplorable attitude). He is a fully realized character who didn't stray from what his class or alignment or background would lead him to act like. Therefore, this IS mature roleplaying.

IT IS ALSO EXTREMELY CHILDISH AND SELFISH ROLE-PLAYING

If you answered "No" you have probably already realized what is wrong. Eel did everything by himself, giving the other characters no chance to get in on the action (in fact, they couldn't even tell where he was most of the time), doing everything worth doing, making all the discoveries, pocketing all the treasure (whether he intended to share it later or not), and making all the decisions. Along the way, he cheated the mage out of her chance to find those magical scrolls hidden in the library and to detect that the Jewel he so handily appropriated is non-magical, and so a clever counterfeit, kept Sir Mallory from a noble effort to rescue an innocent young maiden, and prevented Father Bertrand from confronting the evil priest and bringing him to justice --- all major factors motivating the other characters. All wonderful role-playing opportunities for them.

Had Eel done a quick recon to discover what purpose each of the first two rooms served, then reported back to his party that all was clear and they could investigate, he would still have had his chance to do special things without depriving others of their chance for fun. Then all of them could have gotten in on the big final battle and made a difference in the game.

Mature role-playing is a matter not only of playing our characters with all the subtleties of personality as well as all the knowledge of his or her class, but of sharing the limelight with our fellow players and not hogging all the action. A slightly different version of hogging the action occurs whenever players have their characters split up, then proceed to take up the game master's time (and waste everyone else's) by prolonged indulgence in activities which are only of interest to their own character and which do not include some or all of the other players' characters. Another example is the famous one of "I'll do all the talking for the party, thank you."

Yet another is shown in Example One, which is a classic portrayal of the "Be everywhere, Do everything, Run everyone else's character" type of player. I certainly don't enjoy sitting silently while another player decides *what* my character is going to do, and I know of no one who DOES enjoy it (In fact, I usually take great delight in informing the GM that I am NOT going to do ANYTHING which the offensive player tells me to do --- even if it is the best course of action! This usually causes the gape-mouthed fish look for a few seconds, but is fairly effective in getting Mr. or Ms. Everywhere to shut up!).

All of these behaviors are extremely rude, indicative of childishness, and have no place in role-playing games which are by their very nature social events.

If we want to run a lone hero, we should write a book about him, play a computer game, or arrange to have our GM create solo scenarios where we can indulge ourselves, but not at another player's expense. When we can learn to do this, perhaps the players will have become as mature as their characters, who should have learned a long time ago that cooperation is the key to success.

----- Nicky Rea

END NOTE

I was originally prompted to write this article because of a situation in a game I was in recently where my character and one other person's character were cut out of the action (and most of the pertinent information) for about an hour and a half due to decisions made by other players. Although I appealed to the GM to rectify the situation, and clearly made it known to the other players that I was extremely unhappy, they failed to take any action to speed up play. Action was only taken after I completely lost my temper and threatened to leave the game altogether. I do not enjoy being left out (deliberately or otherwise) and I certainly don't enjoy being made to assume the role of the "heavy" in the situation ("play with me or I'm taking my toys and going home"), but it was my decision to call the other players and the GM on their actions and apparent lack of *caring* that others were being excluded. I did so partly because I was both hurt and angry, but also because this selfish behavior in role-playing is becoming a trend --- a trend which I find very disturbing, and which I believe cheats everyone out of having a good time as well as pointing to a real lack of the spirit of unity and cooperation which are essential to any good game.

In one of the tournaments at Ourcon, I again experienced poor player behavior and DM inattention when those characters who sat on the DM's left side got all the attention, then screamed,laughed, made comments and told anecdotes when the DM's attention occasionally drifted to the more polite people playing to his right. I did not vote for any of these rude players, nor did the other people sitting on my side of the table. Surprisingly, neither did the DM, with the result that the polite, cooperative people actually managed to win the tournament! I hope that, at least, is a continuing trend. I do not claim that I am not guilty of these behaviors myself, just that I am trying to learn better habits. I would greatly appreciate some feedback from the rest of you! Til next time............. Nicky

And now it's my turn. Thematic unity has always been one of my stronger motivations in playing or planning role-playing games. I like neat, tidy packages of entertainment--no loose-ends, no insignificant details, no truly "random encounters." The enjoyment I receive from gaming devolves from the experience of participating in one's own or someone else's Grand Design. This thought leads to the possibility of exploring several topics: "Gaming as Metaphysics or Metaphor," "Gaming and the Exercise of Control," "Gaming vs. the Real-Life Experience," etc. In the interests of columnar unity, however, I shall confine this issue's comments to the other side of mature role-playing.

First of all, let me date myself. I attended college in the late '60s, "discovered" the women's movement in the early 70's, first heard of "role playing" in its sociological context (i.e., the politics of power and role playing in the workplace, the family, marriage, etc.), and dabbled in the politics of collective anarchy and radical pacifistic anti-authoritarianism. Then, in the late 70's, I discovered gaming--hierarchical (players and game "master"), rules-bound, largely male-dominated (for historic reasons), and GREAT FUN! All this is to say that I approach gaming with all my psycho-sociological baggage intact and tempered by at least two decades of social change. Over the years, my playing and gamemastering styles have evolved--I hope--towards a more mature attitude. I plan to share some aspects of that evolution in this and succeeding columns.

THE MATURE GAMEMASTER

Role-playing is a cooperative enterprise, not only among players but also between players and gamemaster. Almost every problem that arises during a game can be traced to a failure on the part of both players and gamemaster to appropriately address the situation. A savvy gamemaster could have circumvented the "solo player" example given in "Maturity and the Art of Role-Playing" (above) by implementing certain techniques to bring the other players into the scenario.

Example One:
GM: "Honoria, Sir Mallory, Bertrand, you are standing in the hallway waiting for Eel to report back. He's been gone a long time, now. It occurs to you that he might have gotten into trouble."

Players who have been sitting around for twenty minutes doing nothing while Eel's player has been occupying the gamemaster's attention should jump at this opportunity to reinvolve themselves in their characters' predicament.

Sir Mallory: "Let's move cautiously through the door and try to locate our companion. Mayhap he needs our help."

The party goes through the doorway, looks down the empty hall and sees three doors, all closed.

Honoria: "Knowing Eel, he's probably in one of those rooms snooping around. Shall I see if he's lurking invisibly somewhere in the hall?"

Bertram: "If you don't see him, we can begin a room by room check. I fail to detect any emanations of strong evil within our immediate vicinity."

At this point, the gamemaster has the party up and moving towards a reunion with their thief. Maybe Honoria will discover the library after all.

Example Two:

GM: "Eel, you realize that you've been separated from your party for some time now. They may decide you're in trouble and come after you unless you report back."

Eel: "I'll turn around now that I've found these two rooms are unoccupied. Maybe Honoria can use her spells to discover if I've missed something, and if the villains are behind that third door, I certainly don't want to face them all by myself."

With a little caution on the part of the players, when Eel makes his report, the party can investigate the first two rooms more thoroughly and perhaps still be in time for the finale.

Both these examples require some effort on the part of the players to recognize a nudge from the gamemaster and take the initiative in getting themselves back together and cooperatively involved in the game. What happens if, however, neither the party (Sir Mallory and Co.) nor the lone player takes the hint? Please read on.

Example Three:

GM: "Okay, Eel. You're in the library. The rest of your party is 60 feet away from you down the hall. You've closed the door behind you. As you search through the desk, pocketing the paperweight and the inkwell, you become aware of the greenish mist rising from the far corner. It coalesces into the all-too-solid form of a pale skinned, red-eyed human with long incisors. The vampire approaches you, clawed fingers outstretched."

At this point the GM turns to the rest of the party and says: "From down the hallway you hear a shriek. It sounds like Eel."

This should resolve the situation in one fashion or another. Either the party will rush to Eel's defense or else Eel, taking advantage of his position near the door, will beat a hasty retreat and attempt to join his companions.

This last example is a fairly heavy-handed instance of GM intervention, and is not to be recommended as a routine occurrence, but along with Examples One and Two, illustrates how a GM can compensate for player immaturity. This assumes, of course, that the GM him/herself is responsible enough to care that one person is hogging valuable playing time while the rest of the players are cut out of the action.

What of the immature GM? Gamemasters can be "play-hoggers" as well. How many people have come to a game prepared to role-play their characters, solve clever puzzles, overcome deadly monsters/villains, and in general perform heroic and/or lucrative deeds only to confront the following:

Example Four:

GM: "You find yourselves making your way through a forest of dense, darkly sinister trees. From between the branches looming high above you, thousands of maleficent eyes peer down at you, appearing to watch your every move. At your feet, shapeless forms skitter noisily in the bushes alongside your path. The trees themselves seem almost alive, waiting for the chance to catch one of you unawares."

Honoria: "I'm going to cast my protec..."

GM: "Don't interrupt, I'm not done yet. High overhead, a large shadow resolves itself into a leathery-winged bat-like creature that swoops down across your path..."

Eel: "I pull out my sling and..."

GM: "Let me finish! ...screeching in a loud and hideous voice, "Intruders! Intruders!" You search frantically for cover and find none..."

[Twenty minutes later, the GM is still speaking.]

GM: "And you finally run headlong into a clearing. Before you stands the hidden fortress of the Evil Marmaduke. Even at this distance, the immense, sprawling structure exudes an aura of unmistakeable menace. The stonework of the exterior glows with a dull-red light, as if soaked in the blood of innumerable victims..."

Sir Mallory's player: "Wake me when we get there."

Despite their intentions, the players have no opportunity to act in any way that affects the outcome of events that unfold before their eyes.

Another version of GM selfishness is the "wonderful NPC" syndrome. This is the GM-controlled character who accompanies the party and manages to have the solution to every problem, make all the right moves, and perform all the significant actions in the scenario while the players find themselves forced to sit back and watch themselves being upstaged.

Example Five:

GM: "Okay. Honoria, you've been bashed on the head and have lost all your spells. Sir Mallory, you're on the floor bleeding from about two dozen wounds and four guards are converging on you. Bertram, your deity can't hear you in this evil place--your spells won't work. Eel, you're almost dead from the vampire and this evil priest is giving you a really nasty look..."

Players: "Gulp!"

GM: "Suddenly, the young girl you thought was tied to the altar rises up, begins to glow with a magical light. She stands on the altar, her long-hair flowing around her like a curtain of shimmering colors, and stretches out her hands. A lightning bolt sizzles through the air and strikes the evil priest right in the back. Tiny darts of thin light spray from her fingertips and penetrate the guards' armor. They fall. The girl leaps nimbly down onto the blood-spattered floor and produces from underneath her thin shift a glowing blue gem. "This is the gem for which you sought. I was only biding my time until I could get all these foul creatures in one place. I was never in any danger. And I have already seen to it that the incriminating papers have been sent back to my father the king. Our work here is done. Let's go home."

Still a third instance of faulty gamemastering involves the adversarial GM. These gamemasters place untoward emphasis on the competitive nature of games. They are out to win--and if they have to move heaven and earth to beat the party, they will (after all, it is THEIR heaven and earth).

Example Six:

Honoria: "Sir Mallory, attack that foul priest without fear. Bertram and I have coordinated our powers and while he is protecting you from the priest's evil reek, I shall nullify his magical powers with a spell."

GM: [frantically flipping through the gamebooks] "Well, it seems that the priest has an item, yeah, an item that cancels out your spells while still making it possible to cast his own. Sir Mallory, you are overcome with fear and have to run away now. Oh yeah, Honoria, suddenly an invisible hand reaches out and bonks you on the head. You're out of it for now."

As a gamemaster, I have fallen into all these traps at one time or another and have gotten very good at spotting other gamemasters' tendencies to do the same and noticing how mature gamemasters avoid these problems. The best gamemasters maneuver around the "show-and-tell" syndrome by keeping their initial descriptions short, encouraging their players to experience the game environment a little at a time, and inviting discovery through interaction. Instead of the "wonderful NPC" who does everything for the party, the thoughtful gamemaster provides the party with an interesting companion who, though controlled by the GM, has as many strengths and weaknesses as the player characters and whose presence helps to personalize the scenario. Instead of being out to beat the party at all costs, the fair-minded GM will recognize a well-thought-out plan of attack and work to facilitate the party's success or fairly defeat them (if the plan wasn't so well-thought-out after all).

Running a game requires the same sensitivity to others as playing a game. The object of it all is to spend a few enjoyable hours in another world, doing interesting and significant things with a group of friends. Gamemaster and players alike have the power to make or break a game by their attention to the desires of their companions.

Flexibility is one of the keywords in mature gamemastering. In my first attempt at running a Dr. Who (TM) scenario for a group who had been playing regularly for a couple of years and to which I was a relative newcomer, I made a lot of classic mistakes. The game was based in the 1960's and every step in the game was meticulously planned. It lasted for several weeks (months? did I hear months?) and consisted of a year-by-year musical/social/political encounter with the decade. In general, the players enjoyed themselves, forgave me some major excesses, and taught me a lot about running successful games in a system that involves the complexities of time-travel. In the middle of the plot, however, the players grew tired of doing "significant" things and wanted to spend an evening doing something that wasn't carefully choreographed. One of the players suggested a trip to Jamaica--and before I knew it, I was running an unplanned scenario devoid of social import and dedicated to the sole purpose of having fun. The next week, we resumed the rest of my game with a more relaxed crew of players and a gamemaster who had learned a useful lesson.

If you listen hard enough, the players will tell you what they want. No scenario, published or original, is written in stone. If the players are chomping at the bit for combat and no combat is in sight for the next five pages, give them one anyway. If combat seems inevitable and a clever player figures out a way to circumvent it through negotiation or stealth, give the idea a chance to succeed.

If this sounds like preaching, you've got good ears. I'm one of the world's worst rule arbitrators, an inferior tactician and strategist, and I threw game balance out the window long ago. What I do have is a passionate concern for my game world(s) and the characters that inhabit them, as well as a decent grasp of the social dynamics of role-playing as a group activity.

Role-playing games are not excuses for power trips or ego boosts for either players or gamemasters. The transition from the concept of "mine" to the awareness of "ours" is one of the hallmarks of real-world maturity. It is also the sign of a good gamer.

----- Jackie Cassada

When Nicky suggested I write about role-playing maturity from the gamemaster's point of view, I thought about the five games in which I am currently involved, realized that I was running four of them, and agreed to her suggestion. I have never understood the mindset that separates gamers into players and GM's; for me, the two experiences go hand in hand. As a player, I can see where GM's fall short of my expectations. As a GM, I can identify with the players and strive to give them what I would want for myself as a player. Where Nicky approaches games from a dramatic perspective, mine is primarily based on a literary turn of mind. Hence our concern with less systematic approaches.

In future columns, I hope to explore some other aspects of gaming (see my introduction for some possible real titles). The philosophy of games and gaming occupies a lot of my time and thought, and I look forward to sharing some of those ideas with a captive audience (unless you decide to skip over the lime-green pages). Like Nicky, I would like to start a dialogue with some of you. Why do we game? What do we bring to gaming? How important are rules and statistics? Should role-playing games be competitive? What about tournaments? Are morals an issue in gaming? Do games affect life? What does that magical green sword do, anyway?

One more personal note: during the last several months, gaming has been my salvation during a very difficult period for me. My understanding of the importance of escapism has grown immeasurably because of it. I'm thrilled to be a part of the "gaming crowd" (whoever they are) and a part of Motive.

Jackie

RUNES, RAVENS, AND REINDEER

AJ HOGE

Greetings gamer dudes! I began gaming in the seventh grade when I recieved the D&D basic set for my birthday. A year later I began playing AD&D and it has been my game of choice ever since. I have also played Runequest, Wyrmquest, GURPS, Traveller, Champions, Top Secret, and various other games to varying degrees. I am also an avid wargamer, my favorites being Diplomacy and Russian Campaign. I currently run 3 AD&D campaigns. My oldest, The Starhaven campaign, began in 1985 in Marietta GA (& is stillbased in Atlanta). This campaign consists of 10-15th level characters. My second Elven campaign is also based in Atlanta. Finally, my newest campaign is a Norse one. This struggling campaign is based in Athens GA & consists of Jessica French, Deena Martin, Matt Stalker, Dave Dennis, & Mike Annee.

PCS, NPCS, & PERSONALITIES

Ramil

Ramil is the Arch-enemy of my high level Starhaven campaign. He is a powerful mage of great intelligence and persistence. Ramil is tall and lean. He has straight long black hair. His garb consists of high black boots, a fine silk shirt, and a long weatherbeaten overcoat. He is a skilled tracker and outdoorsman. For this reason he is often mistaken for a Ranger.

Ramil is a member of a group called the serpent guard. The serpent guard are a group of genetically superior men who serve Thrydekal the Raven lord (an evil/lawful guy). Each of these men bear a serpent birthmark upon thier arms. They are tough, resourceful, and unswervingly loyal to their lord. Among the serpent guard, Ramil is one of the most respected. He carries great influence among his kind. Additionally, he is one of Thrydekal's most active agents & thus recieves plenty of aid from him (in the form of magic, retainers, gold...).

The primary personality trait of Ramil is his persistance. Ramil never gives up as long is their is some promise of victory. He can never be counted out and is always to be feared. He is a man with a purpose however. Ramil is not overly vindictive. His primary concern is to accomplish his mission and he rarely lets personal vendettas or feelings get in the way. Thus, he fights the party with unwavering persistance when their missions clash, but he rarely seeks them out otherwise. All in all he is cool, shrewd, and highly intelligent.

Duke Risunsavius

Duke Risunsavius is known throughout my world as the greatest swordsman alive. He is cocky, arrogant, and confident-- but he has reason to be. He fights with two lightning fast long swords and wears no armor. He dresses in only the finest fabrics, especially silks. Fame of Risunsavius' skill is nearly all pervasive in my world.

Risunsavius was once a powerful Duke in a land called the Free States of Lanaria. Lanaria is a place of complex political intrigue however, and Risunsavius was taken from power (by his daughter and his marshal). Currently Risunsavius is busy building alliances in order to reclaim not only his Dukedom, but the entire country.

Risunsavius always & only operates in his own self interest. He is a political manipulator of the highest calibre. He will quickly switch sides if it is to his benefit. Dueling is his primary love. Due to his arrogant and cocky nature, he rarely has trouble finding opponents. Additionally, his fame is now such that opponents travel great distances to seek him out.

Enturin the Intolerant

Enturin the Intolerant is a very unique PC played by Bud Pylant in my Starhaven campaign. He is an elven cleric of the human goddess Lorien (goddess of Healing- the name came from Tolkein). His fine elven features are scarred with the wounds of many battles. His countenance is stern and heavy, offering a strange image. Enturin always dresses in the white robes of his order, he carries a mace and a lasso.

Enturin is a very well known high priest. His services to his order are countless. He is an uncomprimising champion of his religion. Indeed, his unbending nature has caused him many problems within his own order. Many of his order become angered with his lack of flexibility- and disputes are not uncommon. There are other in his religion however, who view him with absolute and utmost respect.

Enturin earned his epitaph, for intolerant he is. Intolerant of evil, chaos, compromise, indecision, & all that is not of Lorien. Of all things, chaos and evil instill his deepest wrath. He hates evil for it is the opposite of all he believes in. Enturin hates chaos because it is amoral. His constant dealings with chaotic men have taught him that they are untrusting, manipulative, and amoral. At the mere mention of chaos Enturin will explode into a tirade with unbridled religious fervor. Indeed, this often poses a grave problem for the party when they wish to be disguised- for Enturin finds it impossible to contain his ire for more than mere moments. Once the party went to a chaotic city in disguise. Despite warnings and threats from the rest of the party, within moments Enturin became embroiled in a religious arguement that nearly led to a duel.

THE Following are my rules for Punching and Wrestling in The AD+D game. They are an adaptation of the rules in the Players Handbook. Thanks to my players — Jessica French, Mike Annee, + Dave Dennis for contributions + playtesting.

PUNCHING AND WRESTLING

Attack Roll	Punch	Damage	%KO	Wrestle
20+	Groin Shot	3	25	Groin Kick
19	Haymaker	2	20	Headlock*
18	Rabbit Punch	1	3	Kick
17	Kidney Punch	1	5	Trip
16	Glancing Blow	1	2	Elbow Smash
15	Jab	2	6	Arm Lock*
14	Uppercut	1	8	Leg Twist
13	Hook	2	9	Leg Lock*
12	Kidney Punch	1	5	Throw
11	Hook	2	10	Gouge
10	Glancing Blow	1	3	Elbow Smash
9	Combination	1	10	Leg Lock*
8	Uppercut	1	9	Headlock*
7	Combination	2	9	Throw
6	Jab	2	5	Gouge
5	Glancing Blow	1	3	Kick
4	Rabbit Punch	2	5	Armlock*
3	Hook	2	12	Gouge
2	Glancing Blow	1	1	Arm Twist
1	Wild Swing	0	0	Leg Twist
Less than 1	Miss	0	0	Miss

*Hold can be maintained from round to round, until broken (broken by throw, gouge, assistance from another, or successful weapon use)

Punching & Wrestling

These are the most basic of combat skills, all characters are assumed to have proficiency in them.

Punching:

Punching occurs when a character attacks with his/her fist. No weapons are used, although the character can wear an iron guantlet. When punching, a normal attack roll is made vs. the targets AC. If the character is attacking with a bare fist, s/he cannot harm an opponent wearing armor (unless s/he uses a called shot, at -5 to hit, to an unarmored spot).

If the character rolls a hit, s/he then rolls on the above results chart to determine damage and chance of a knockout. Add the characters damage bonus to the number to determine total damage. All damage is temporary (only 25% is real). If a character reaches 0 hit points s/he goes unconcious for 10 rounds (and does not recover from temporary damage for 20 rounds)

To determine the KO% add the number from the chart to the characters bend bars %. If you roll under this number the opponent is stunned for 1d10 rounds. A stunned opponent is automatically hit & takes double damage from all blows. If a character reaches 0 hit points s/he goes unconcious.

Wrestling:

Wrestling requires both hands free (unencumbered by weapon or shield). When wrestling the character makes a normal attack roll vs. the AC of his/her opponent. If a hit is rolled, roll on the above results table to determine the result and chance of knockout. All wrestling moves do 1 hp of damage. As in punching, damage is temporary. Add strength bonus to damage & bend bars percentage to KO%.

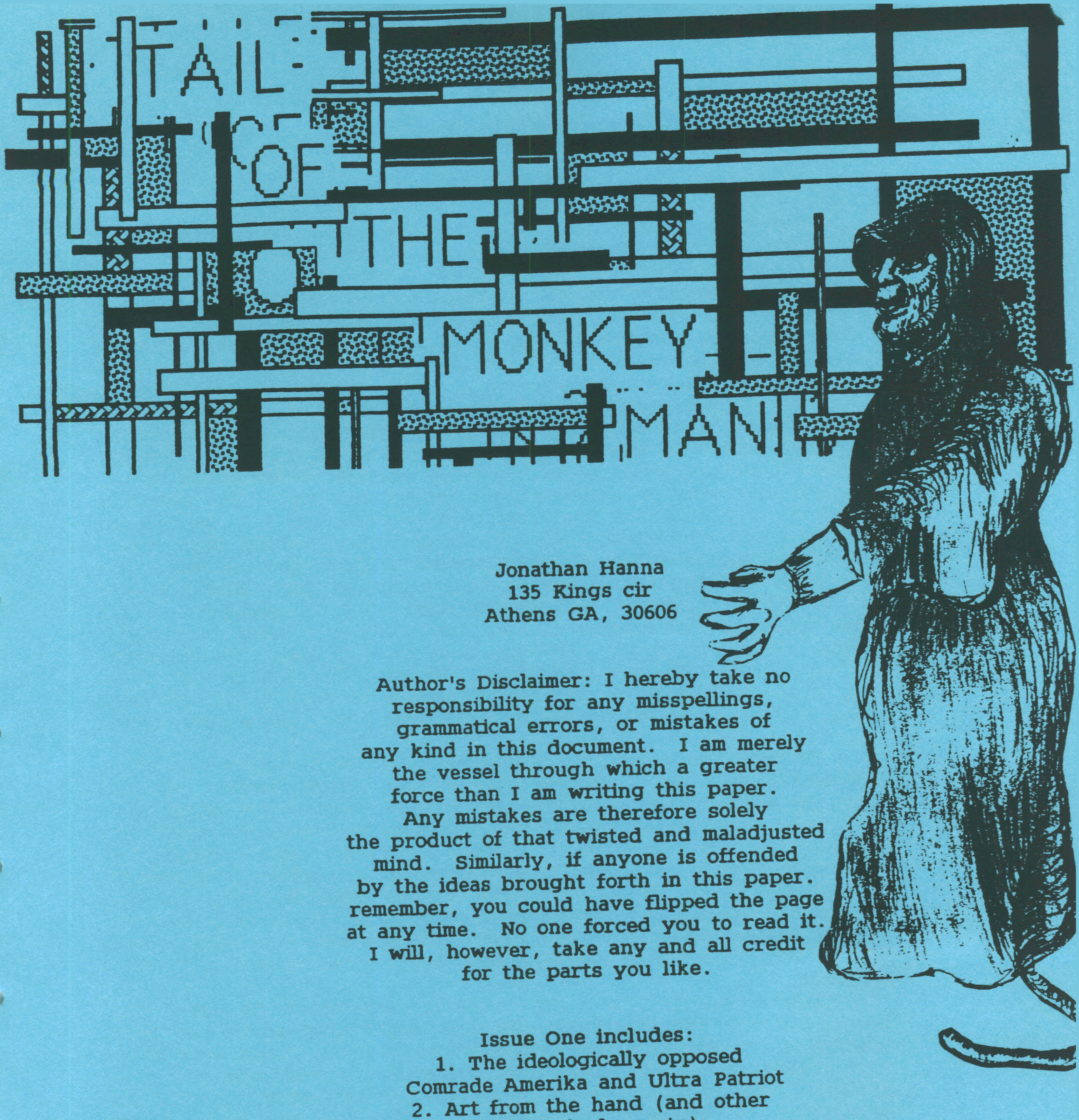
Holds. The results that are starred * represent holds. Once a successful hold is rolled, that hold stays in effect until broken (ie. the attacker automatically hits). Holds do cumalative damage (1-1st round, 3-2nd round, 5-3rd round, 10-4th round, 15-5th round, 21-6th round, 28-7th round, 36-8th round, 45-9th round,....).

Holds are broken by a successful a throw, gouge, assistance of another person, or successful use of a weapon.

Called Shots:

Called shots can be used to hit a specific body area (ie. to avoid armor) or to choose a result from the above table (instead of rolling). For the first example, a successful hit does 1 hp of damage and has a KO% of 5%. Use the AC of the specific body part. For the second example, if successful, choose any of the above results from the chart.

TAIL OF THE MONKEY MAN



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Author's Disclaimer: I hereby take no responsibility for any misspellings, grammatical errors, or mistakes of any kind in this document. I am merely the vessel through which a greater force than I am writing this paper. Any mistakes are therefore solely the product of that twisted and maladjusted mind. Similarly, if anyone is offended by the ideas brought forth in this paper. remember, you could have flipped the page at any time. No one forced you to read it. I will, however, take any and all credit for the parts you like.

Issue One includes:

1. The ideologically opposed Comrade Amerika and Ultra Patriot
2. Art from the hand (and other various body parts)
3. Sersus and his harem of horrific honeys

JON'S PAGE O' NPC'S

CHARACTERS FOR CHAMPIONS

COMRADE AMERIKA

BACKGROUND: Fyodor Ivanovitch Doskofsky was born on April 12, 1960. His parents were simple laborers who worked and lived in Kiev. He was the youngest of five children, one of whom died during childhood, and another died in the Afghanistan conflict. Fyodor was an average child of average intelligence, whose only goal and expectation in life was to be a laborer like his father. He worked at the same mill as his father starting when he was 14 years old. At this time there was no hint of his mutant powers.

When Fyodor was 20, in 1980, he and his new wife Sonya traveled to Moscow for a vacation. They really couldn't afford to stay there long, but neither of them had ever been there, so they went anyway. They were walking past the KGB building one day as scientists in side were running tests on a new mutant energy detector. The scientists locked in on Fyodor and sent some men to bring him in. He and his wife were led, frightened to be sure, down into a waiting room, where they stayed for some hours. Unbeknownst to them, the scientists were running tests and getting energy readings from Fyodor. Finally Fyodor was led to a laboratory, still not knowing what was going on, where more "personal" tests were run on him. After a week of testing, during which time Sonya had been sent back to Kiev, the scientists learned all about Fyodor's physiology. He was a low level mutant whose body produced energy at all times. There were no physical effects of this energy, and as far as the scientists could tell, there never would be.

Fyodor, who under the circumstances had been very co-operative, was sent to a major in the KGB for a talk. Major Korinov told him about his mutant power, and how due to that power he was expected to be a tool for the state. He was told about para-normals and what they meant to the U.S.S.R. and its relations to the rest of the world. He was also told that the scientists were confident that they could come up with a way to allow Fyodor's power to manifest itself in a physical way. Fyodor was worried and excited about all of this. He asked if he would still be able to work with his father, and was answered with a stern "No". Sonya was moved up to Moscow, and the next phase of Fyodor's life began.

Fyodor was sent to a KGB training camp where he under went combat training and schooling. He was taught much soviet and world history, along with languages and culture. He and Sonya were moved into a KGB apartment complex set aside for para-normals and their families. His training lasted for a year, after which time he was presented with his two energy enhancers. The first time he tried them on, still not knowing exactly what would happen, he experienced a surge of energy, directed as a beam of force, which blew a hefty chunk out of the two foot thick concrete wall.

Following this he quickly mastered control of his power. After another set of tests to determine just how his powers had manifested themselves, which turned out to be as force fields, Fyodor was sent to train for another six months. He was sent as a trainee to the politburo based super group, Red Star. Red Star takes their orders directly from the Premiere, and unlike the Supreme Soviets who are also based from the Politburo, they were designed as a group which promotes the good will of the U.S.S.R. Red Star is led by the hero Red Star, and also consists of the Ballerina, Major Garin, Proletarian, and Probe.

Fyodor was given a code-name, The Comrade, and began working out with the team. After the six month training period, the Comrade was offered full membership to the team, and he accepted. The Comrade enjoyed his life as a hero of the people, as they were called. They stopped local crime around Moscow, were sent on open missions to other countries, and basically were around to promote Soviet happiness and content. All of the dirty jobs, or the covert jobs were given to the Supreme Soviets. Because of this, Red Star was scoffed upon by the other group.

The attitude of superiority by the Supreme Soviets led to more than one confrontation, only one of which was fatal. Red Star was out patrolling Moscow on the wintery night of December 4, 1986. The Comrade had been with Red Star for four years. He had grown confident and effective with his powers, and was happy with life. His job this night was to patrol the area of the city where his apartment happened to be. During his rounds he headed over to his apartment to surprise his wife. Before he arrived there, however, he noticed a group of suspicious individuals breaking into one of the lower apartments in the building. He quietly approached them and noticed that among their number were two of the most notorious villains in Moscow at that time, Overload and the Scarlet Assassin. The Assassin quickly entered the apartment and disappeared from view. Knowing he would be no match for the two villains and their agents, the Comrade sent out a signal for his team. Unfortunately his signal was intercepted by The People's Commando of the Supreme Soviets. The Commando charged to the scene quickly, and before anyone else arrived, engaged the enemy. The Commando casually shot down all of the agents, and then followed Overload into the building, where, to The Comrade's horror, he started lobbing grenades. The building could not take the stress and the mid-section collapsed. Overload was killed, but unfortunately so were five normals who happened to be caught in the structure collapse. Sonya Doskofsky was one of these. The Comrade went berserk, and when The People's Commando emerged from the wreckage, Fyodor attacked with more ferocity than he ever had. Due to his powerful force field, The Comrade withstood The Commando's killing attacks, and he literally beat the Commando unto near death. The rest of Red Star arrived in time to prevent The Comrade from finishing him off. There was an investigation following this event, during which time The Comrade was taken off active duty. Eventually the charges against him were dismissed, but from that point on the rivalry between the two groups became out and out hate. More fights occurred between members of the two teams.

After his wife's death, The Comrade didn't find being a hero as enjoyable as he had. He recovered emotionally, but became more aware of the responsibilities of having power like his. He knew that men like The People's Commando were more dangerous due to abuse of power than many of the villains they fought. He made a vow to himself that no one would die at his hands, regardless of the crimes they had committed.

In 1989, under Gorbechev, a super hero exchange program was set up with the United States, thanks to peristroika. The Comrade, Probe, And Proletarian were sent to New York in exchange for Crusader, Ice Star, and the Wyoming based super hero, The Blue Coyote. Comrade Immediately fell in love with America and it's people. While the three were mainly in America as propaganda, they did help to stop two actual villains, Ogre and Armadillo, when they tried robbing the world trade building. After the two month period the program was to last, the three were called back to the U.S.S.R. The Comrade, who didn't want to leave yet, contacted his superiors. He told them that he wanted to stay in America for an unlimited amount of time, and see more of it than their tour had allowed. He wanted to act as a free-lance member of Red Star who was assigned in America. His superiors did not warm to the idea Immediately, but when he told them that if they tried to force him to come back he would cause a stink in the press that would be an embarrassment, they agreed. They sent over a van of soviet design for him to drive around in, and gave him diplomatic immunity in case the need arrived. They are working on giving him special permission from the United Nations to wield international police powers, which would keep him from being tripped up by American authorities. Changing his name to Comrade Amerika, he hopped in his newly painted van and headed south. While still officially under Soviet control, Comrade Amerika made it clear that he would not do anything to jeopardize his position in America.

QUOTE: "I love America! The people are so exciting and wonderful, Especially the heroes. The women are too frail, however. Whoever created this American diet craze was obviously a fascist in need of a borscht enema! And I won't even speak of what I think of feminine razors!"

PERSONALITY: Comrade Amerika is a good guy. He won't use excessive force in apprehending villains. He will laugh off all the constant jokes about Russia and Russian women.

POWERS AND TACTICS: Comrade Amerika's powers all revolve around force fields. He has flight, limited to straight up or down, by forming a force field column beneath him. He sheaths his body in the field to create varying powers. The force fields form cubic, crystalline shapes, much like the shields from the movie Dune. Via his field he has T.K., extra STR, an entangle, a PD energy blast, and a NND flash defined as poking an opponents eyes with it. Comrade Amerika has a 1 hex area effect knockback resistance from having the field grip the ground around him. The field will anchor anyone else in it. This same special effect gives him clinging area effect. All of these force field powers, as well as his characteristics, are focused through the energy enhancers around his wrists.

DRIVING FORCE: Comrade Amerika just wants to help people, regardless of their political affiliations.

APPEARANCE: He stands 6' tall and weighs 220 pounds. In honor of America, he has changed to a red, white, and blue costume. In honor of the U.S.S.R., he kept the star on his chest red.

COMRADE AMERIKA

VAL	CHAR	COST
10	STR	0
20*	DEX	20
20*	CON	13
10	BODY	0
10	INT	0
10	EGO	0
10	PRE	0
10	COM	0
2	PD	0
4	ED	
5*	SPD	13
10*	REC	5
40*	END	0
50*	STUN	17

100+	DISADVANTAGES
15	Watched by KGB, 11-
10	Hunted: Ultra Patriot, 8-
15	Reputation, 14-
20	Psych Lim: Honorable
20	Psych Lim: Code against killing
10	Psych Lim: Hatred of People's Commando
10	Psych Lim: Enraged by use of excessive force, 11-
10	Watched by UNTIL, 8-
54	NPC bonus

COST	POWERS	END
13	EC - Force fields *	
a 8	Flight 13", 0 END, (-1) only up or down	
b 14	Clinging 1 hex Area Effect	1
c 13	-13 Knock Back Resistance 1 hex Area Effect	
d 12	Force field 25 PD, 0 END	
e 12	Force Field 25 ED, 0 END	
40	Multipower (60 pt reserve) *	
4u	6D6 Entangle	6
4u	12D6 Energy Blast, PD	6
3u	50 STR TK	5
3u	50 extra STR	5
3u	3D6 RKA (spikes of force)	4
1u	Missile Deflection	
1u	25 PD Force Field	2
1u	25 ED Force Field	2
3u	2D6 NND Flash, single target, not vs. eye cover	4
20	END Reserve, 200 END, 10 REC *	
	TALENTS AND SKILLS	
2	English	
2	German	
2	French	
3	Beaurocratics 11-	
5	Knowledge of soviet super heroes and villains, 14-	
3	Knowledge of world history, 12-	
2	Contact in U.N. 11-	
1	Passport	
5	Diplomatic Immunity	
16	+2 Combat Levels	

OCV: 7; DCV: 7; ECV: 3; phases: 3,5,8,10,12

costs:	Char		Powers		Total		Disadv.		Base
	68	+	196	=	264	+	164	+	100

* = OIF, Energy Enhancers (-1/2)

ULTRA PATRIOT

BACKGROUND: Gus Jurgens was born in Winder Georgia on July 3, 1956. His parents, Roy and Rhonda, were God fearing southern baptists who raised all eight of their children to be the same. Gus, who was the sixth child, was, from the outset, looked upon with special favor by his parents. He took to their teachings without any complaint, and was always eager to hear his dad talk about fighting the "nips" in the war. From an early age Gus had a more than normal interest in his country, and often got in fights with kids at school over some less than appropriate social comment they might have made. The happiest day in young Gus' life was when he won the high-school essay contest with his paper, "God Bless My Yankee Doodle."

On July 3rd, 1974, Gus turned 18. He had always said that the only reason he had been born on the third instead of the fourth of July was that he was so eager to fight the commies, he couldn't wait. With this thought in mind he joined the marines that day. He had high hopes that he would quickly get to Vietnam and show the enemy what a real fighting American Christian could do.

While he was in training, Gus was approached by a superior who was looking for a few healthy men with the right physical characteristics to join a special project pertaining to the winning of the war. Gus jumped at the opportunity. The operation, which was codenamed "Project Patriot", was yet another attempt by the government to create a viable super soldier. This time the government was trying to develop a controlled injection of the mutant genes taken from a healthy mutant with super strength and stamina. The government scientists had developed a way to fuse the gene onto a virus which would enter the body and attach itself to the subject's cells. The hope was that if the subject had the right blood type, as well as a common cell structure, the gene might be able to change the host cell. Unfortunately, in most all of the cases the virus was attacked by the host's body and destroyed, or the virus caused the host to get violently sick and, in some cases, die. In Gus' case, however, the process worked.

It was later determined that the only reason the process worked on Gus was because he was already a low level mutant. The scientists found out that Gus' body was a natural receptacle for generic engineering. They could physically manipulate his cells to do what ever they wanted them to do. Project Patriot was terminated so that the scientists could spend all of their time working on Gus. It took time for Gus' body to adapt to the changes that the scientists made on him. By the time they had developed Gus up to his present condition, the war had long since been over. Gus was kept secluded in the laboratory until 1980, when the scientists pronounced him completed. By this time he was monumentally strong and tough. His body had been mutated to a point well beyond the initial expectations.

The government wanted Gus to become a special superhero for America, answerable only to the president himself. For this he had to go through extensive training. For two years he trained in Washington D.C.in combat and policy. He was given a weapon, called the Hammer of Justice, which he learned how to wield with precision. The scientists also developed a suit which allowed him to fly. He became

Ultra Patriot was sent on many covert operations by president Reagan, when it was felt secrecy and destruction were necessary. He has spent much time in Central America and the Middle East. He has close ties with Primus, and often works with the Golden Avenger, who he considers a little too liberal sometimes. He has had run-ins with other heroes, and he considers most of them unlawful vigilantes who should be crushed. He is very unhappy about Comrade Amerika and has had physical confrontations with him, the most public of which occurred on the Geraldo show. He thinks Comrade Amerika is a communist subversive who is out to bring about the downfall of the American way of life. If Ultra Patriot gets his way, Comrade Amerika will be deported back to "Commie Land" as soon as possible.

QUOTE: "With the power of Jesus in my fist I'm gonna crush your godless commie skull!!"

PERSONALITY: Ultra Patriot is as far on the right as it is possible to get. His role models are G. Gordan Liddy and Jessie Helms. He is abrasive and 100 percent convinced that he is always correct. He will never back down on anything. Ultra Patriot thinks that it is his God appointed duty to see that everyone in the nation thinks correctly. He firmly believes in freedom of speech, as long as you are speaking what he wants to hear. He has never had a kind word to say about communism, liberalism, atheism, or any non-christian belief. His favorite singers are Johnny Cash and Elvis. He strongly dislikes polka music.

POWERS AND TACTICS: Ultra Patriot is very strong and very tough. All of his physical stats and defences are from the mutations worked on him. The Hammer of Justice gives him two Energy Blasts. One is an ED electrical bolt which fires out of it. The other is when he simply throws it at people. The hammer has internal gyros and will automatically return to his hand. The energy for the electric bolt his generated from his own mutant energy. By spinning the hammer by its thong he can deflect incoming blasts. When he hits people with the hammer it adds damage to his punch. His costume gives him flight. Ultra Patriot is not one who goes in for detailed plans. He prefers to take the fight directly to his opponent. He is convinced that his way is right, and will never back down for anything less than a direct order from a superior.

DRIVING FORCE: Ultra Patriot is convinced that the only proper course for the nation is to be God worshipping conservatives of the highest degree. Anyone who is not this type of person really gets his goat.

APPEARANCE: Ultra Patriot is 6'5" tall and weighs 300 pounds. He has blond hair which is kept in a strict crew cut. His costume was designed by the same guy who made Elvis' later costumes. It has a strong flag motif. The Hammer of Justice looks like a big gaval. He likes to swing around his head and shout patriotic slogans before he smites someone

ULTRA PATRIOT

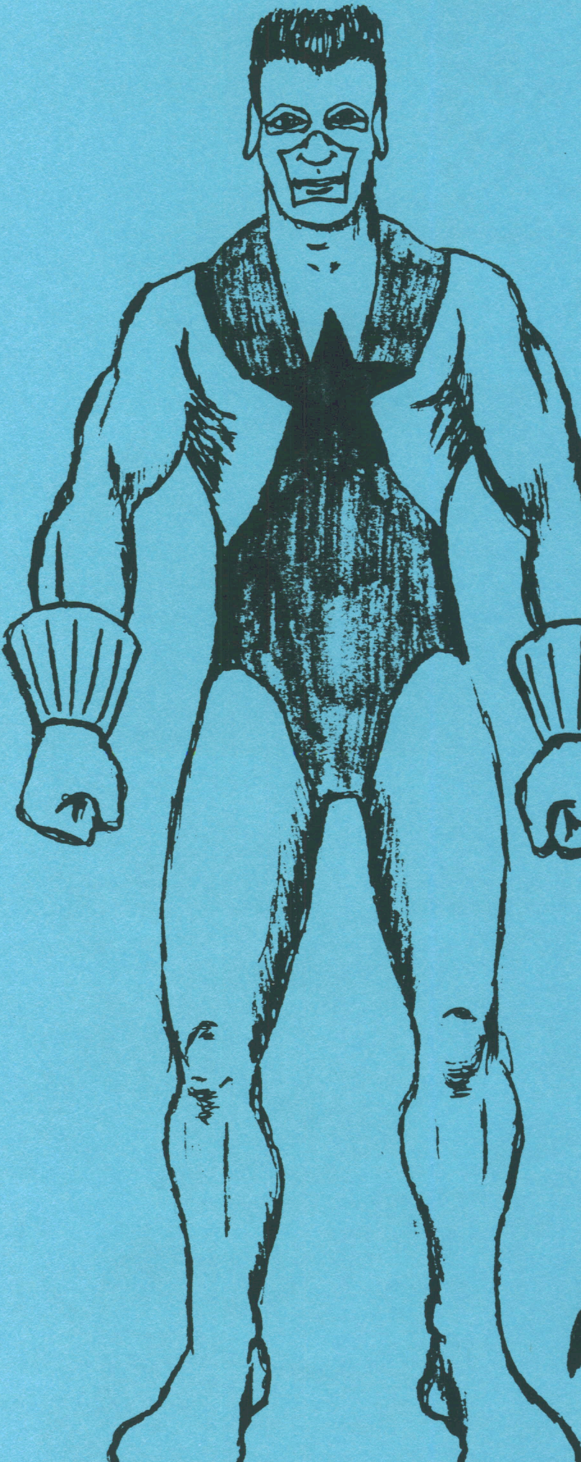
VAL	CHAR	COST
60	STR	50
21	DEX	33
25	CON	30
15	BODY	10
10	INT	0
15	EGO	10
20	PRE	10
10	COM	0
30	PD	18
30	ED	25
6	SPD	29
17	REC	0
70	END	10
58	STUN	0

100+	DISADVANTAGES
20	Psych Lim: Enraged when patriotism questioned, 14-
20	Psych Lim: Enraged by communism (14-,8-)
15	Secret ID
5	Distinctive looks: Always scowling
20	Watched: Primus, 14-
5	Reputation
20	Psych Lim: Super Patriot
20	Psych Lim: Paranoid
10	Hunter: Comrade Amerika, 8-
15	Always obeys orders
5	Rivalry: Golden Avenger
10	Psych Lim: Vengeful
149	NPC Bonus

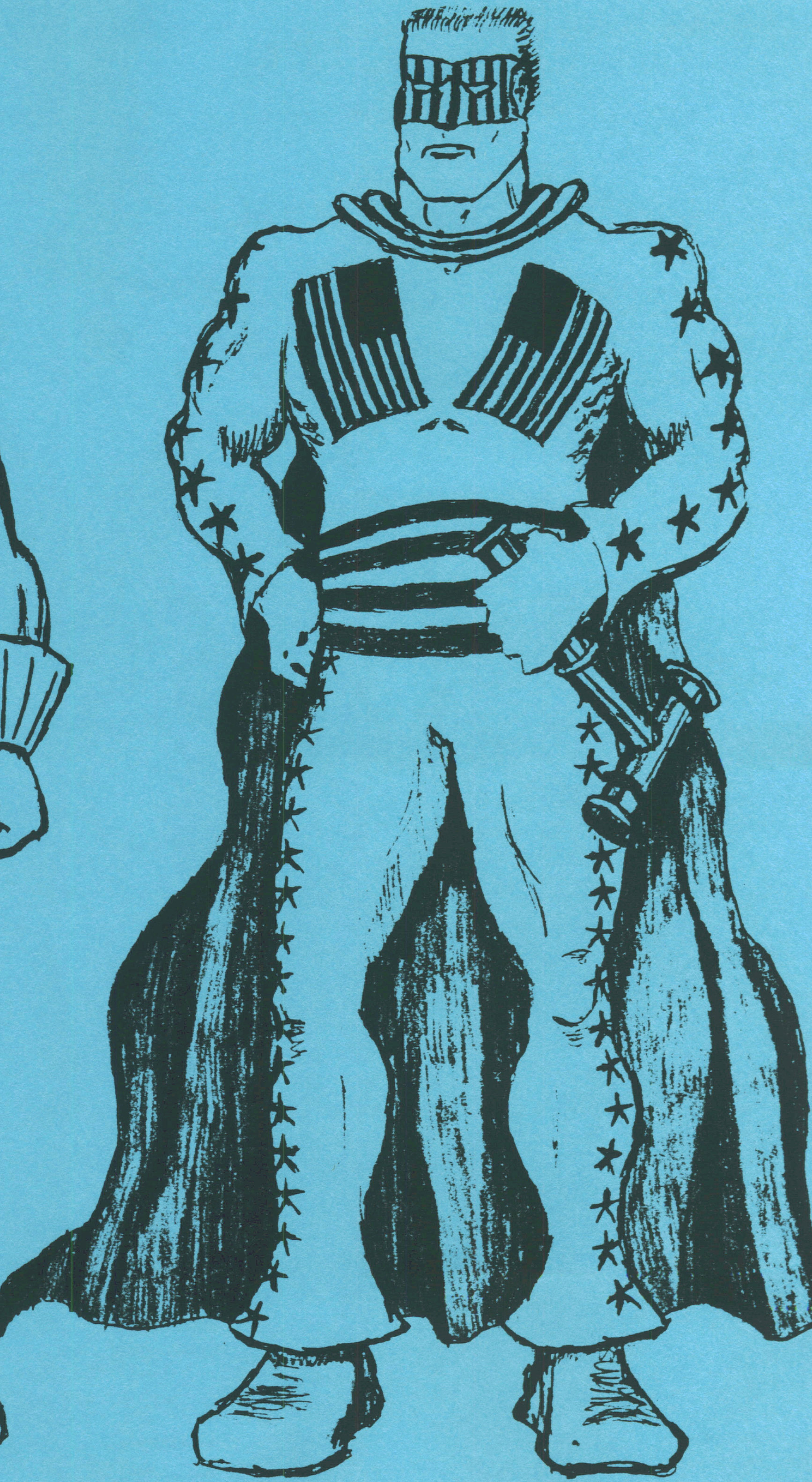
COST	POWERS	END
20	20" Flight, OIF costume,(-1/2)	4
20	Resistant Def, 20 PD, 20 ED	
10	10 Power Def	
20	-10 Knockback	
15	1/2 END Reduction on STR	3
37	Multipower (75 pt reserve) OAF, Hammer of Justice	
4u	12D6 Energy Blast, ED, 1/2 END	3
4u	12D6 Energy Blast, PD, 1/2 END	3
1u	Missile Deflection	
1u	5D6 DMG to punch	1
	TALENTS AND SKILLS	
3	Bribery 13-	
5	Interrogation 14-	
3	Security Systems 11-	
3	Demolitions 11-	
3	Bugging 11-	
3	Light Sleep	
2	Area Knowledge Washington DC	
3	Federal Police Powers	
1	Passport	
10	Licence to Kill	
5	Well Off	
16	+2 Combat Levels	

OCV: 7; DCV: 7; ECV: 5; Phases: 2,4,6,8,10,12

costs:	Char		Powers		Total		Disadv.		Base
	225	+	189	=	414	=	314	+	100



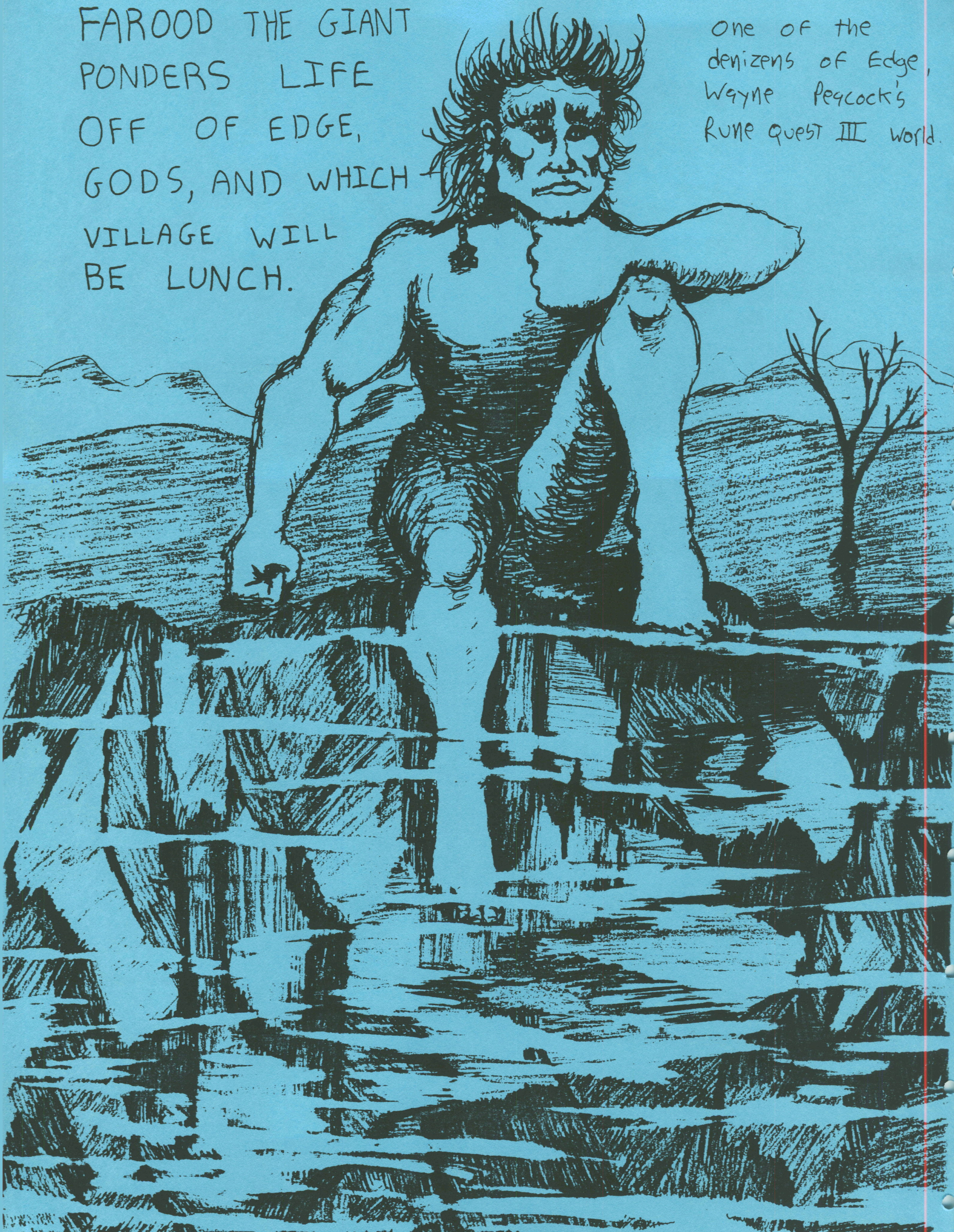
COMRADE AMERIKA



ULTRA PATRIOT

FAROOD THE GIANT PONDERS LIFE OFF OF EDGE, GODS, AND WHICH VILLAGE WILL BE LUNCH.

One of the denizens of Edge, Wayne Peacock's Rune Quest III world.



LIFE IS BESTIAL, AND SO AM I

Thoughts By Sersus, The Monkey Warrior

WOMEN

You know, I bet 10,000 guys have studied women and tried writing something about them that made sense. None of them knew a damn thing. I don't know a damn thing about women either. In this perusal of my thoughts I'm not even gonna try and figure out the psychological aspects of a woman's nature. That would be futile. No man will ever know what it is that makes a woman tick. I'll just tell you what I've observed during my life and let you come to your own conclusions. Women are things designed by the gods to get men into trouble. If it wasn't for the fact that they drive me crazy with lust and mad with desire, I wouldn't touch a woman with a stick. Unfortunately, they do drive me crazy and mad, so I keep pursuing them with a ferocity little seen before. This pursuing of the softer, jigglier gender has given me the opportunity to meet up with some of the most interesting, disgusting, and exciting members that womanhood has to offer. I've said it once and I'll say it again, until you've been with a screaming, ten breasted, purple and red goblin woman with fifteen fingers and no teeth, you haven't lived.

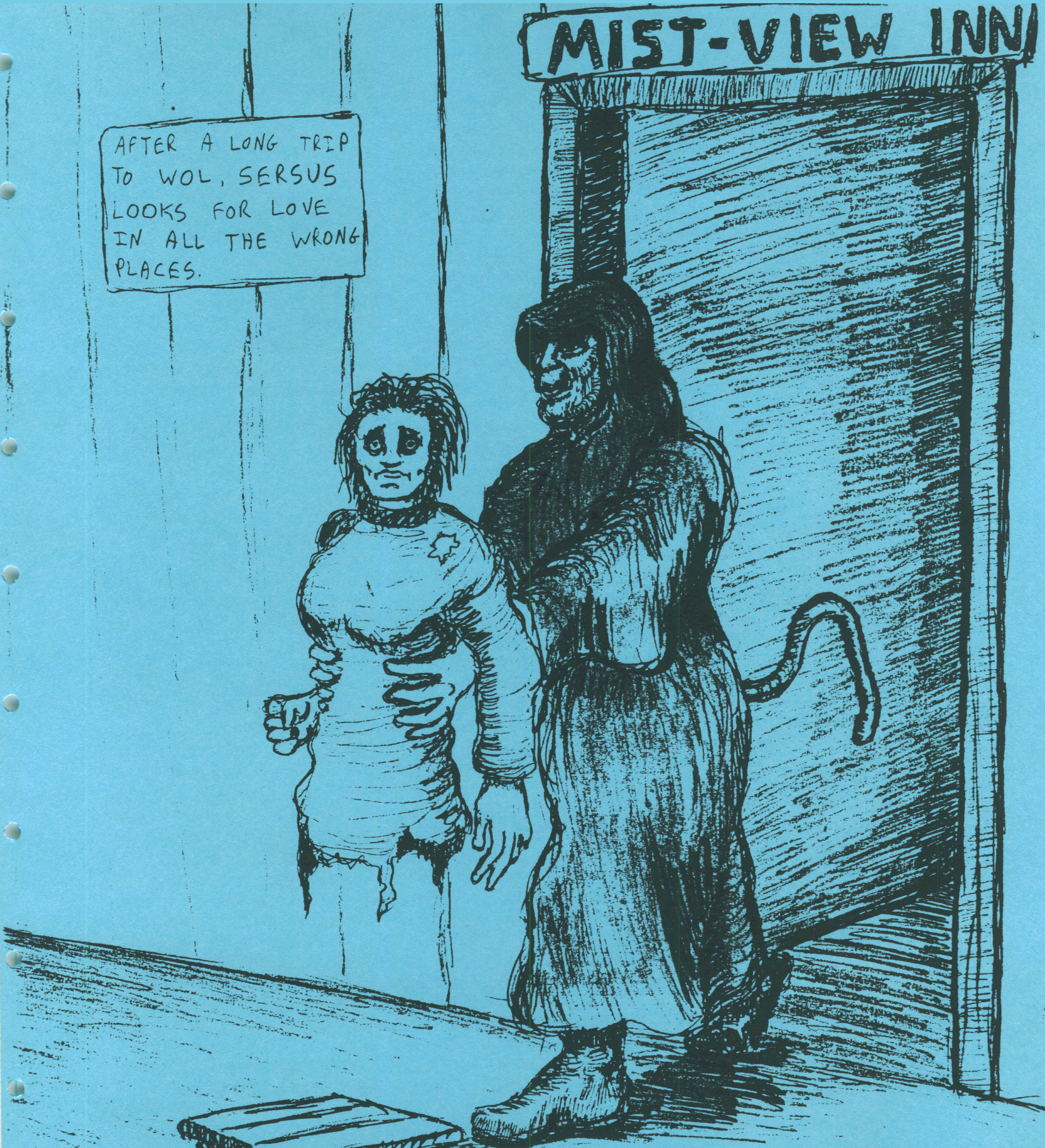
Just what is it that makes a woman a woman anyway? Well, first off they bear children. Alright, that's a good, noble pursuit. Secondly, they raise the children. This means that they are to be congratulated when the child grows up to be a fine, upstanding member of his clan and his community. By the same token, it is their fault when the child grows up to be a raving, evil, uncontrolable madman. Marlod's mother sucked at bringing up baby. I'm not saying that the fathers don't have anything to do with child rearing, but the mothers do bear the brunt of that awesome responsibility. My own children have a great mother. My kids are seven of the happiest, most intelligent members of the goblin, gurangang, human races that you've ever seen. One of them even has a tail. "The lover of none" is the nickname of the mother of my children. She got that name because no man had ever been able to stand up to the brutal passions of her loving before. No man until I rode into town that is. I'll *admit* that she damn near killed me during our nights of Shalmain worship, but Law, if you don't come near to death in the throes of passion, what fun is it?

One of my more interesting sexual experiences was when we, that being my friends and I, encountered a group from Wol. One of the women from that group was a necromancer. Let me tell ya, necromancers are a strange lot. The only dealings I want to have with dead people are when I'm pulling my name sword out of their once living bodies. This girl did have a certain something which attracted me to her, however. Maybe it was her deathly pale skin in contrast to her jet black, skin tight leather necromancer outfit. Who knows. All I can say is that we hit it off for one reason or another. When I explained the rigors of my religion's practices to her, she was amiable. At this point I thought everything was cool, but then she brought in her accompanying group of zombies. Shit! Those guys were in bad shape. I don't know how many of you have actually seen a zombie up close, but let me tell ya, they're pretty disgusting. Well, this woman orders her zombies to get down on the floor and provide a bed for us. Then she had two of her bigger zombies grab me and hold me down. Whew, this chick was into even weirder stuff than I was. Well guys, that was the first, and probably only, time I'll make it with an S & M loving necromancer queen on the backs of a bed of undulating zombies. All I can say is don't knock it until you've tried it, but don't try it unless you have a stomach of iron. The smell alone is enough to make most men run screaming into the night.

Speaking of screaming in the night, that's just what I was doing one time in Wol. We had just arrived in town and settled into an inn. The first thing I know, my buddy Vish is procuring himself a nights entertainment with one of the town professionals. This is all fine and good, but this chick charged him a fucking arm and a leg, (not literally, for those of you who know Wol). Well, I decided that I could do better than that, So I ran outside and grabbed the first agreeable female I found. The fact that she had sold her legs to the Wol food processing plant didn't bother me much, in fact, I kind of liked it. It added a new twist to things. This girl was a good sport, and she was economical too. Some of my traveling companions got sick, but hey, it was probably good for them to upchuck whatever they ate in Wol anyway.

The woman I seem to have spent most of my time with in the course of my journeys is Maggot Wife. Ah, Maggot Wife. She's a green goblin woman with breasts that are about twice the size of my head. I have attained greater states of religious satisfaction with Maggot Wife than with anybody. She lives in the city that was once ruled by Vassik, may his evil soul float up in hell forever. There's not much that needs to be said about Maggot Wife; she yells, she screams, she beats me upside the head. You know, she's your average woman.

During my travels across Edge, I've seen alot of men try to pick up women, and most of them strike out again and again. Well guys, let me give you Sersus' tips for picking up women. First of all, grow a tail if you can. Men see a tail as just something that hangs off your backbone, but to women, it's a living, writhing phallic symbol. In most places it's uncouth to walk around with your pecker hanging out, but there are no such taboos against tails. Next, grow a coat of hair which covers your entire body. Man, the women can't resist running their fingers through a thick mat of simian fur. Next, go to the sleaziest dives that are available. No self respecting woman is going to hang out at a dump, but that's o.k., because you aren't looking for self respecting women. When you have actually found a woman that you are interested in, you have a few different courses of action. First, you can try the old, "I'm the last member of a dying race" ploy. This creates an amazing amount of sympathy in some women. This will probably only work if you look significantly different from your average man. If this doesn't work, try the "I'm a personal agent for the Autocrat, and I need to see you naked in order to complete a secret mission" tactic. I have had good success with this approach, but then again, I am a personal envoy for the autocrat, and I have a mandala to back up my story. Thirdly, you could try and amaze them with the exciting exploits of your life. It helps if you actually have had some


MIST-VIEW INN
AFTER A LONG TRIP TO WOL, SERSUS LOOKS FOR LOVE IN ALL THE WRONG PLACES.

exciting exploits. Telling them about the six inch Brown fish you caught is probably not going to work. Lastly, if all else fails, just throw a three Orb party. Granted, three Orbs is more money than most people see in a lifetime, but it never fails to get you laid.

I hope that you people reading this don't get the impression that the only relationship I have with the female gender is strictly sexual. I have known a number of fine, outstanding women who have impressed me to no end, for reasons that have nothing to do with sex. Egyra is a travelling companion of mine who has fought by my side through thick and thin. She is now the wife of the most powerful Gurangang on Edge, Gahang. She is going to make the new Golden Goblin clan a great clan mother. The Auotcrat is another great female. She is no less than the most politically powerful person on Edge. I consider it an honor to have been an agent for the Autocrat on more than one occasion.

While I'm on the subject of women and the relationships men have with them, perhaps I should say something about marriage. Marriage is a fine thing, and should be considered by all people at one time or another in their lives. It is true that I have not, as of yet, found a woman who has been able to trap me into marriage, but that doesn't mean that it won't happen someday. For two people who want a stable relationship, marriage is the way to go. The great thing about marriage is that it supplies both partners with a steady means of companionship. If the two people love each other, it makes it all the better. Some people don't understand the marriage contract, so let me go over it. First you find somebody who you want to marry, for whatever reason. Then you write up a contract which lists all of your expectations you have of that person. For instance, if you want at least three children, and you want to make sure that you get them, you write that up in your contract. When you have your contract, you get the person you want to marry to sign it. At the same time you must sign the contract which they give you. Before signing the contracts is the time to negotiate, because after the contracts are signed, you're stuck. My friend Egyra agreed that she would put her duties as clan mother above all else in her contract with Gahang, while he agreed to supply her with a minimum amount of specific articles which she desired. Other races probably have different marriage customs than ours, but I can only speculate as to what they are. Elves probably only get married to the person who vomits the least in their presence. Shalmain knows how brownies find their mates, I don't even want to think about it. The Yzir probably have a disgustingly Lawful way of getting married. As you can see, marriage is only for those people who are ready to be stuck with one person for the rest of their lives. It also usually means settling down in one place, which I just can't see doing anytime soon.

In conclusion to my ramblings, let me just say that women are the greatest beings on the planet. They make life as we know it much more interesting, as well as possible. Nothing can make you feel better, and nothing makes you feel worse, than a woman.

Next: Fighting and Killing

DEATH TO ALL FANATICS

FEATURING NULL AND VOID

WHO IS NULL?

Null is the last surviving member of the royal family of Pibblonia, a small, totally insignificant Balkan city-state, that was absorbed by the Ottoman Empire before the turn of the century. He now keeps busy by working to establish Pigeon Punting as an Olympic Sport. If he were a tree, he would be a larch.

WHO IS VOID?

Void is an undercover agent for the Fashion Police, and moonlights as a doppelganger for Rob Lowe. Currently he is heavily distracted by his attempt at a leveraged buyout which will enable him to acquire all outstanding inventories of No Nonsense Pantyhose (talk about a successful ad campaign), and spends his free time whining about having to move to Florida, of all places.

IN THIS ISSUE:

Null's Opinions on Issue Zero

An Interview with a beloved PC

Playtest Hell

NULL'S OBLIGATORY MAILING COMMENTS

THE BLUE VIEW

E-Fucking-Gad! How 'bout them demons? Do you really pit your players against this kind of thing, or are you just jerking off with big numbers? Some things don't need stats.

Bizarro say "Me am enjoying The Anonymous Freshman very bad. It is grat litter, sure. Me am looking backwards to the seakwell."

BOLTS OF BEDEVILMENT: AMPERION'S THOUGHTS

I should probably say something rude (this is Mike, after all) but I'm stumped.

DEATH TO ALL FANATICS

White paper. Shame on us.

THE GAME IS A FOOT

Thanks for the guided tour through the wonderful world of the APA. I find it heart-warming to know that there's a name for everything.

The character biographies were very good, high style even, though I did find the page-numbering technique annoying.

I'm afraid that Nine Men's Morris is another of those games (like Pente and Checkers) which just leave me cold.

THE IMPERIAL ELVIS POST (ANKH, ANKH)

Drug *Imperium*? Is that anywhere near the Galaxy of Pleasure?

Re: the in-joke--Yes.

Space Gothic: Yow! Let's go, I missed the earlier incarnation of this millieu, (other than an unforgettable cameo by the Glitterdeath Immortals in a Star Wars game) and am thrilled to witness its return...particularly sans Role-Space-Charts & Tables For Everything-Master. When do I get to play?

Yes, I've got a car, but I'm wearing it out driving to Athens.

What's the insanity point cost for contact lenses?

Has anybody actually played a Toad? (*Mansabatory* violence? Was this just another typo or was it some particularly ugly form of censorship?)

THE MYSTERIOUS, ONE-FINGER TEQUILA SWILLIN' SOCIETY

Pleased to meetcha, Paul.

Have you noticed that Patrick (Jean-Luc) Stewart is doing voice-overs for Pontiac commercials these days?

ROTHBURG

I'm sorry, but I couldn't read this. Please put a new ribbon in the old dot-matrix before printing out your next issue.

SECRETS OF VULCAN POETRY REVEALED

Winner of the Best Title Award--ex-Star Trek Actor Poetry Reading Bashing can never be out of style as long as there are people out there who take the whole millieu (that's twice I've managed to use that word) so fucking seriously that they would slap a stranger on the back of their heads when said stranger makes an unconscious crack in a darkened theater during a semi-dramatic, semi-obligatory, eventually thoroughly-pointless death scene. ("I'm not *quite* dead")

Mailing Comments: one of the more unusual cases of insider information I've seen. Ask Void sometime about "Reviews of this Book".

Monstermaker was almost enough to make me break down and install BASIC on the Mac, Void and I had several such programs we developed on the old AppleII, and they were loads of fun, but stats for stats sake just don't hold as much interest for me as they used to. (see comments on The Blue View)

I like the names list, one of our other AppleII programs was a random word generator, I've still got reams of printouts for just such applications.

You know how much I like the Champions timeline, hell, I retyped the whole thing into my computer just so I could make some additions.

TAIL OF THE MONKEY MAN®

Wow, I'm speechless, but Sersis' travelling companion Hotaru-Gamo has a few words.

Monkey man breaks wind
Dreams of breeding with Yzir
Uncle Tom is spilt

Riddle me this:
Why do Goblins eat their dead?
It beats digging.

What's that you said, My sphericles are encrusted with your what?

TRANSDIMENSIONAL BLUES

Shit, Scott, this stuff is intense. I've got relatives in Kansas, how dare you kill them off so callously. So much for a kindler, gentler America.

I really am impressed by the amount of thought that has obviously gone into this project, if you could just invent an original, really bad game mechanic for this, I bet you could get FASA to publish it.

I don't suppose Peter Gareis can fault you for not having a complete ecosystem.

I'm really looking forward to reading more about this millieu, (that's three) and maybe even playing there sometime. Are there any lizard warps?

THE CONSTITUTION OF MOTIVE

What a hideous color.

Needs more abbreviations.

A Joker in the Matrix

by Void

20 Questions: Brunt

1. Where are you living these days?
I have wonderful new oceanview house right here in scenic Malibu, USA, which I recently purchased at a tremendous bargain price from a private investigator here in the Los Angeles area. It is most wonderful feeling to be actually living the American Dream at last in beautiful southern California.

2. So you have no plans to return to Russia?
Not in the immediate future. I am far too busy here in the United States of America to have free time necessary for touristing homelands, although there has been some pressure on me from my friends to travel abroad and experience *peristroika* firsthand.

3. You did get your own chunk of the Berlin Wall, though, didn't you?
I ripped out myself nice big piece, which is coffee table in my living room.

4. Do you have any horror stories from your former life behind the Iron Curtain?
I honestly wouldn't know. I am told by most reliable sources in United States government that I appear to have no record with KGB prior to 1987, when I first appeared on public scene as a superhero.

5. What is your earliest memory?
I have clear, if not detailed, recollections of my happy youth as a carefree child on the Asian steppes. I recall most distinctly a wonderful dog given to me on my sixth or seventh birthday which I remember spending many happy days with playing and running in woods and generally being free of caring.

6. No, no, no, no, no -- I meant since you appeared on the superscene?
The most striking thing I recall about those first few weeks is battling Mechanon. The entire "SHADOW over Scotland" affair is just a big hazy blur to me, and I have only the Sentinels' account of the incident to go by. The most vivid image from my first discovery of my abilities was the tremendous pain in my hand when I knocked the robot over that railing and the surprised sound he made while falling to the floor below. I also distinctly remember the first time I was shot, but I am told that that little adventure must remain behind wrapped lips.

7. Speaking of the Sentinels, didn't they just sort of find you, notice you had superpowers, and hire you practically on the spot, without even so much as a background check, to work at a high-tech research facility known to engage in secret government project development?
Yes, that's about the size for it.

8. Was this typical security procedures for Triangle Geo-Chemical?
Unfortunately, yes. I strongly suspect that this was part of the reason behind the eventual discontinuation of the Sentinels program. Fortunately, I was able to develop and implement a significant upgrade in security procedures, which I feel was instrumental in avoiding further incidents such as the "Attack of the Seven Horsemen of the Apocalypse."

9. Wasn't that the incident in which your friend Slambang was killed?
Regrettably, it was. Dr. Ted "Slambang" Billings was the first real friend I made upon coming to America, and he sponsored me for citizenship shortly thereafter. Plus, of course, he was the instigator of the idea behind the forming of BASH, what with his Flubber research and Maximum Party Attitude.

10. So how did you end up at Humanadyne?
When Duchess Industries targeted Humanadyne for takeover, Triangle Geo-Chemical stepped in as a white knight. When T-GC decided to divest itself of all things paranormal, it sold Humanadyne back to itself, or more specifically, a small group of investors who had been on the Humanadyne Trusteeship. I went along at the personal invitation of Dr. D'Alvarec to head up the security for Humanadyne, once she determined to restart her research into metahuman physiology. I'm not really sure of all the

financial details, but some one, I suspect, must have really made a killing on the rollover.

11. How did you avoid disappearing with the rest of them?
I presume you are referring to the recent complete and utter vanishing of the entire Humanadyne facility and most of its resident staff. I was away at the time, actually out on the town, and returned to the facility after dropping off my date to find the buildings completely cleaned out. All that remained was a note addressed to me from Morgan Plantagenet advising me "not to worry" and that everything would be alright. That, as you know, was several months ago. And no one who is believed to have been at the facility at the time has been seen or heard from since. A full investigation by the government failed to turn up any clues as to what befell them, and I can only hope that they are safe.

12. That's terrible! So, who was your date?
A young woman whom I had recently made the acquaintance of when she was brought to Humanadyne for treatment and analysis of a peculiar injury. But decorum prevents me from elaborating on the medical history of patients of Dr. D'Alvarec. She's a student here at a local college, and she's one of the ones who's been trying to persuade me to take as vacation back to Russia.

13. So if she was treated at Humanadyne, does this mean she's a super, too?
Oh, yes, she's super in every way. But as for having metahuman abilities, let me just say that the injury was the result of being in the wrong place at the wrong time, and not from any presumed paranormal ability on her part.

14. Wasn't the late Angus "Notion" MacLaughlin a former teammate of yours?
Da.

15. Isn't true that the two of you shared what could euphemistically be characterized as an "antagonistic relationship?"
Da.

16. What started the feud?
Notion was always a very headstrong individual. (Laughter) Get it? Headstrong! Funny, no? Anyway, he was always bossing everyone around and not listening to ideas of other team members, but rather simply reading them out of their minds. (Laughter again) Out of their minds! Hilarious! So, he goes off to Wall Street to make fortune by capitalist exploitation and insider trading rather than by dint of hard work, as is American Way. All the time, he is making powerful enemies in world crime scene, like EUROSTAR and others who should remain unnamed. One day he shows up on Humanadyne doorstep with helpless victim and explains that his life is in most grave danger from mysterious enemies. I clobber him a good one for reckless endangerment of innocent lives, and careless abuses of powers, and general irresponsible and immoral attitude. He just smiles and says "I probably deserved that," then is handing me briefcase which I later learn has all his legal affairs and attorneys' power in it for care of his young ward, and mutters something about going to meet his maker, and drives off in Mercedes to get killed in tragic and fiery automobile accident which I am thinking is no accident.

17. Speaking of capitalist exploitation, haven't you just signed a multi-million dollar advertising contract with Gillette?
Da. Am to be new spokesmodel for razor blades and male skin care products, projecting rugged macho confidence impacting on hip, new image of post-Cold War Eastern Bloc, while embodying sensitivity and other family values. This, despite not knowing who own family is, but hope to eventually find out, what with *glasnost* and finally taking mask off for TV cameras and all.

18. On the issue of taking the mask off, haven't you been seen hanging out more-or-less incognito at that non-swank new downtown hotspot, Harm's Way?
I have been moonlighting for the past few weeks there out of costume as bouncer. The hours are good, the pay is adequate, and only slowly are people beginning to recognize me. It is fun place, and I enjoy the atmosphere of loud, noisy, yet intimate club. Ted would have loved it, but I wouldn't want to hold a BASH there.

19. When is the next BASH?
If you have to ask, you haven't been invited.

20. Are you going to play yourself in the live-action Hoedown movie?
Probably. Am in contract negotiations, and will be closely studying audience-identification surveys from commercial exposure. Have seen script, and am also being considered for position as technical advisor now that much of Humanadyne staff unavailable. Am not intending to hold out for excessive points or piece of merchandising, but will probably insist on doing own stunt work. Particularly most gratifying things like shooting giant robots with missiles and so on. Only problem remaining is replacing Vector™. Not many cosmics left in Hollywood these days.

NULL SET

The Tournament That Ate Greenville
--or--
Why Did I Want To Do This, Anyway?

At MOC-V I ran an experimental Battletech scenario. My goal was to see how well players could handle: (a) driving a lance (4 'mechs) each; (b) objective-oriented play; and (c) teamwork. Overall, I was pleased. What follows is an account of the preparation I put into the game, the alternate rules I developed, the forces involved, and a synopsis of the actual game as played.

THE IMPETUS:

I played in a Battletech Tournament at MOC-IV which was wholly unsatisfactory. The organization consisted simply of the "referee" telling players to pick 'mechs under 60 tons, pair up, and fight. Although some of the fights were exciting, the premise sucked. One-on-one 'mech combat is just not that interesting, and is not really what the game was designed for. The support material for Battletech emphasizes the four-'mech lance as the basic unit of organization, and the design of the game encourages team play. Multi-'mech combat de-emphasizes the role of luck, and brings tactics to the forefront. Blah, blah, blah. Anyway I thought I could do a better job.

THE PLAN:

My scenario began to form when I discovered a series of unlicensed Battletech vehicle miniatures from M3 Miniatures. These included coolant trucks, mobile command posts and M.A.S.H vehicles. ... the core of a convoy for one team to escort, and the other to attempt to destroy. I then collected a variety of other vehicles, most from the GHQ Micro-Armor line which were in approximately the same scale as the M3 vehicles. (The same company also manufactures competitive miniatures to GHQ under the name In Service Miniatures, which, like their Battletech stuff, is very cheaply made and poorly sculpted and cast)

I decided that the game would would take place on a company level, with six players comprising two teams, and each player "driving" a lance. The first of these companies already existed. ... Several months earlier I had painted a dozen miniatures with a common color scheme and dubbed them the Insect Legion. With the Void's assistance I organized these 'mechs into three medium lances of equivalent weights. The next step was to choose the Valiant opposition. This was a bit harder, especially with my restriction that each lance should be visually distinct, but thanks to my tendency to spend far too much money on whatever game has my current interest, I had sufficient miniatures for the task.

By this point, the Void and I were also busy with DEATH TO ALL FANATICS #0, and I decided to throw in a few of my Scary 'Mechs™ as well as a few other variants. I also named the fictional pilots of all the 'mechs in both units, and determined their piloting and gunnery skills.

THE FORCES:

UNIT	MECH	PILOT	RANK	P.S.	G.S.
The Insect Legion					
Alpha Lance (Head)					
	Grasshopper	Herman Noptera	Capt.	4	3
	Orion	Keller Teal	Sgt.	6	4
	Locust	Beauregard Li	Sgt.	4	3
	Valkyrie	Anna Greengables	Mwr.	6	4

Beta Lance (Thorax)					
	Victor	Roger Over	Lt.	5	4
	Jenner	Buchannan Futt	Sgt.	4	3
	Panther	Natalie Pinkh	Mwr.	6	4
	Spider	Octavius M'Coy	Mwr.	5	4
Gamma Lance (Abdomen)					
	Dervish	Vyvvyn Nykkls	Lt.	4	3
	Catapult	Zbigniew Feinberg	Sgt.	5	4
	Hatchetman	Wanda Klemperrer	Mwr.	5	4
	Vindicator	Ed Danté	Mwr.	6	4

UNIT	MECH	PILOT	RANK	P.S.	G.S.
The Valiant Opposition					
The Minutemen					
	Crusader	Jon Tremayne	Lt.	4	3
	Phoenix Hawk	George Cohan	Sgt.	5	4
	Thunderbolt	Jay Sousa	Mwr.	5	4
	Stinger	Frank Keye	Mwr.	6	4
The Bagboys					
	Wolverine	Lester Baggs	Lt.	4	3
	Griffin	Kelsey Grambit	Sgt.	4	3
	Phoenix Hawk	Hosnii Muldoon	Mwr.	6	4
	Vindicator	Andrew Rasputin	Mwr.	6	4
The Fearless Crew					
	Archer	Jonas Grumby	Lt.	5	4
	Griffin	Laura Petry	Sgt.	6	4
	Hunchback	Oliver Douglass	Mwr.	5	4
	Locust	B.J. Bradley	Mwr.	5	4

THE BREAKTHROUGH:

One of the frustrating aspects of conventional Battletech play, is the limited number of playing boards available. This has led to a situation where certain players (notably The Void) become so intimate with the terrain on those boards that either they have a distinct advantage, or tactics become standardized for each board. I was determined to get around this problem.

Unfortunately nobody manufactures transparent hexgrids in the right scale for Battletech. I eventually settled for laminated sheets with a black-on-white grid on one side, and a white-on-black Aerotech grid on the other side. This product would work fairly well, but whenever I use battlemats and washable markers, I end up with blue stains all over my hands, elbows and forearms, and a smeared battlefield. For what would be at least a three hour fight, I was convinced that the terrain would quickly become hopelessly muddled by six pairs of hands, elbows and forearms,

Inspiration struck late one night at work at the print shop, and through the wonders of technology I was able to manufacture transparent overlays myself. I placed the white-on-black Aerotech grids on the copyboard of our camera, fired off a few negatives, and presto!, black lines on a clear (well, actually kind of off-clear) plastic sheets the size of a newspaper page. After that all it took was a couple hours with colored pens on newsprint, and the battlefield was ready.

THE COMPLICATION:

For all its good points, Battletech has one major flaw: it can be horrifically slow. I have seen games involving a dozen 'mechs which took as much as an hour and a half per turn. (according to the game's scale, a turn is supposed to represent ten seconds!) With my intended forces of twenty-four 'mechs, plus a good-sized convoy, we would be lucky to make it through two turns in the four-hour time slot. Something had to be done.

My attempted solution was to introduce a simultaneous movement system, thus eliminating the painstaking jockeying for position and initiative. To further encourage speed of play, I added the element of limited time for planning movement. (I purchased a kitchen timer at WalMart for this purpose, only to discover to my horror that it was VERY loud. Since I had made a point of railing at great length about the frequent and highly distracting use of a Harpo Marx horn by a certain highly-ranked-in-the-RPGA-attested-to-be-a-wonderful-gamer-by-certain-other-people-I-respect-nevertheless-obnoxious-inconsiderate-and-immature-twerpoid-who-shall-remain-nameless-other-than-to-mention-that-a-friend-of-mine-who-once-dated-him-calls-him- "Fucklet" at either MOC-IV or MOC Battles [this is what Tequila does to the memory, boys and girls], I was concerned about using it in the gaming hall. Therefore, I went to more great lengths [involving foam from miniature blister packs, an odd sock, and many rubber bands] to muffle the sound enough that it wouldn't be heard much more than a table-length away. All this was for naught, when due to a lack of rectangular tables in the aforementioned gaming hall, the game was eventually relocated to my room (pre-Blood and Vomit) upstairs at the Hyatt, and all the rubber bands, the hunks of foam, and the odd sock came off.) These rules mods were finally developed into the form presented on the following pages...

Please feel free to playtest these rules, and to reproduce the movement plotting sheet, and comment upon them in July's Motive. I am going to try to get these published in Battletechnology once I've had a chance to digest all the new material which is currently being released.

THE INSTRUCTIONS:

INDIRECT FIRE:

As in RULES OF WARFARE p. 43, Base-to-hit number modified by range, movement, and gunnery skill...friendly combat unit must have line-of-sight.

SRM DAMAGE:

There are two different interpretations of the method of determining hit locations for short range missiles. IN THIS SCENARIO, SRMs from a single launcher will be considered to all hit the same location

TERRAIN:

Many hexes have more than one terrain level in them. A 'mech does NOT have to change elevations when moving into these hexes, if the level previously occupied is also in the new hex. However, hexes which contain more than one level of elevation may be treacherous. If a unit moves into a hex on a level which occupies less than half of that hex, or changes elevations onto a level that occupies less than half of the hex, a piloting skill roll must be made to avoid falling.

VEHICLE MOVEMENT:

Remember that ground vehicles pay two (2) MP to change elevation.

DAMAGE TO VEHICLES:

Remember to use the Ground Vehicle Hit Location Table on p. 34 of the RULES OF WARFARE.

SIMULTANEOUS MOVEMENT:

During each movement phase, players must record the planned moves for each of their 'mechs, as well as any armed vehicles under their command. Under the move column on the Movement Record Sheet, describe movement in the following manner:

F(#)	Forward # of hexes
B(#)	Back # of hexes
R (#)	Turn Right # of hexsides
L (#)	Turn Left # of hexsides
J (#)	Jump # of hexes
+ (#)	Ascend # of levels
- (#)	Descend # of levels
DROP	Drop to Ground
STAND	Stand Up (attempt *)
NONE	No Movement

**assume success when plotting movement, if attempt fails, try until successful, any remaining MPs must be used on what successive movement was planned*

Record ending level, ending hex, and facing (1-6 counting clockwise from side with number)
Record whether 'mech walked, ran or jumped, and the number of hexes moved.
YOU WILL HAVE FIVE MINUTES TO RECORD MOVEMENT FOR ALL 'MECHS AND ARMED VEHICLES UNDER YOUR COMMAND. ANYTHING WHOSE SHEET IS INCOMPLETE WHEN THE BELL RINGS WILL NOT BE ALLOWED TO MOVE THAT TURN.

SAMPLE MOVEMENT RECORD

Turn	Starting Hex	Move	Level	Facing	Ending Hex	W/R/J	# of Hexes
5	1315-A	F3, R1, F2, L1, F1	1	1	1510-A	R	6
6	1510-A	B1, +1, B1	2	1	1512-A	W	2
7	1512-A	J5, +2	4	5	2012-A	J	5

MOVEMENT PHASE:

After all the movement sheets have been filled in, the unarmed convoy vehicles will be moved. Then the plotted movement will be resolved. Move all 'mechs (and armed vehicles) to their plotted destinations (after resolving any piloting rolls for standing). If there are no conflicting objectives, then play will proceed to the targeting phase. Any conflicts for a destination hex will be resolved in the following manner:

FIRST: both players roll two dice two determine initiative
SECOND: the loser of the initiative roll moves into the disputed hex
THIRD: the winner of the initiative roll may choose from the following:

1. Evade by moving to the hex to either side of the objective hex (PS roll)
2. Pull up short in previous hex in movement path (PS roll -1)
3. Charge or Death From Above (this will be resolved BEFORE fire combat)

Choices 1 and 2 may not be made if another 'mech occupies the alternate hex.
If the initiative roll is a tie, the 'mechs COLLIDE. Resolve the collision as if each unit was successfully charged by the other.

TARGETING PHASE:

Record the hex number of any unit(s) to be fired upon. Secondary targets should be ranked parenthetically. 'Mechs which engaged in a charge, DFA, or collision, or were the victims thereof MAY participate in fire combat, but must pay an additional +3 modifier to fire.

ALL BREAKS WILL BE TAKEN BETWEEN TARGETING AND FIRING PHASES

FIRING PHASE:

Firing is considered to simultaneous, and is to be resolved among the players as quickly and efficiently as possibly, any conflicts will be judged by the referee.

PHYSICAL COMBAT:

Any unit eligible to engage in physical combat may do so. As with fire combat, physical combat is considered to be simultaneous.

END PHASE:

Record each 'mech's current heat level in the column provided on the movement record sheet, and resolve any effects appropriate. The next movement phase will follow immediately.

THE RESULT:

On Saturday, May 24, 1990, the battle was fought, and one serious fault was discovered, even with the simultaneous movement system, there were just too many 'mechs on the board. Five rounds were completed in approximately three hours of effective playing time. Some fun combat managed to occur, and things were getting very interesting, when everyone had to go run/play in the next batch of games. Commentary was positive, though, and I have been encouraged to run another such scenario at MOC-VI. (or as Void calls it, Mock-Con) Okay, you read it here first, I will run the next one either with two 'mechs per player, or during two back-to-back time slots.

THE VOID WANTS TO KNOW:

What is the First Rule of Combat Football?

Mech: Walk: Run: Jump: Pilot: Piloting Roll: Gunnery Roll:

Turn	Starting Hex	Move	Level	Facing	Ending Hex	W/R/J	# of Hexes	Target(s)	Heat
1									
2									
3									
4									
5									
6									
7									
8									
9									
10									
11									
12									
13									
14									
15									
16									
17									
18									
19									
20									
21									
22									
23									
24									
25									

The Gaming Spouse

by: Pat & Carl Buehler
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Our Introduction:

Carl and I joked around a while trying to come up with a fun title for our APAzine. When we hit on this one, we decided to let you folks figure out which one of us it refers to. - Pat

After a short debate Pat and I decided on a His & Hers format for our 'zine. This, of course, did not stop her from putting a comment in my section. - Carl

Her INTRODUCTION:

In the mundane world, my name is Pat Buehler, and I work at a 40+ hour per week job in a large company. In the SCA, my name is Lady Kara von Brandenburg (much more interesting, isn't it?), and I was a seneschal of Kapellenburg, and then Windmasters' Hill until my son's birth 2 years ago. Maybe someday I'll return to that world.

The first thing I'd like to say about gaming is that I can enjoy even a lousy gaming system if the gamemaster has talent. I've played in both commercial and homemade systems that were clumsy, complicated, unbalanced, untested, or worse. Unlike Carl, I can still have fun when playing in such things, if the scenario is handled with skill and good judgement.

After 11 or 12 years of gaming, my favorite system is Star Wars. Its fast, simple, elegant, and encourages a 'proper aura of Star Wars'. The system I play most often is Advanced D&D, with Champions sometimes running a close second (seems a bit silly, if I like Star Wars so much, but everyone else seems to be in a rut, especially at Cons). I've tried numerous others: two or three homemade systems, Runequest, Chill, Star Ace, Star Trek, Superworld, Call of Cthulhu, Paranoia, a doctored version of Battletech, and several that apparently didn't impress me much or I would remember them also. Special thanks to my husband for all this, because he fills our study with a sample of every system and game we could ever want to try. They're literally stacked to the ceiling!

We also have boardgames. I enjoy Talisman, Risk, Shogun, Wiz War, Arkham Horror, Cathedral....

I don't get to conventions unless we can find someone to baby-sit our son for a whole weekend, but I hope to meet all of you some time (if I haven't met you already). Carl and I are regular Gen Con attendees.

I sometimes write and submit science fiction & fantasy stories to magazines. They've all been rejected so far, but some day.... I attend a weekly writers' club where we all critique each other's stories and commiserate over everyone's rejection letters.

The Gaming Spouse

In my spare time, I cook, keep house, sew, spin yarn from wool, knit, scrub the toilets, crochet, weave, change diapers, paint miniatures, watch TV & videos, and read books.

Since everyone else got the jump on me with introductions, I'll get the jump on you with a new tradition...

Her FEEDBACK:
* Everybody! If you have a spelling checker, don't forget to use it (exceptions are allowed when quoting freshmen).
* I thought the crossword puzzle was a neat idea! We could also do hidden-word puzzles.
* Don't be shy about submitting artwork, if you can draw. Anybody have any fun ideas for a comic strip?
* I like Void's recollections. Mind if I do a few of my own some day? (P.S. I know who you are.)
* Gilbert's whole article was fun. Carl & I may try that game some time. Encore!
* Wayne, I still haven't finished reading all yours yet, but I like the plot ideas.
* Keith and Deena, computer programs are another neat idea. Too bad Carl & I don't have an Amiga. I recommend time lines for all campaigns.
* Ball and Chain were great...good drawings, too!
* Transdimensional Blues looks very involved. I wish I had that much time to work on a campaign. Would the world really survive the sudden appearance of a 50km wide section of hard vacuum??
* In general, game, book and movie reviews are good in moderation. Other possibilities are computer game reviews, board game reviews, Convention reviews (since we can't all go to every Con in the country).....

If any of you ever need 'crash space' in the area for either SCA or Conventions, or if you're just visiting the area and have time for a game, give us a call.

Her STAR WARS CHARACTER & SCENARIO:

Pappa Jawa's Widget Wash

CHARACTER TYPE: Jawa

Character Name: Pappa Jawa

Player Name:

Height: .96m Weight: Sex: M Age:

Physical Description: Short (of course), unwashed (makes one wonder why he doesn't walk through his own widget wash once in a while), and covered completely by the traditional hooded robes (how do they tell each other apart, anyway?)

Dexterity (2D)
Blaster........: 3D+1
Brawling Parry.: 2D
Dodge..........: 3D
Grenade........: 2D
Heavy Weapons..: 2D
Melee Parry....: 2D
Melee..........: 2D

Perception (3D)
Bargain....: 6D
Command....: 4D
Con........: 6D
Gambling...: 3D
Hide/Sneak.: 3D+1
Search.....: 3D+2

Strength (2D)
Brawling.........: 2D
Climbing/Jumping.: 2D+1
Lifting..........: 2D
Stamina..........: 2D
Swimming.........: 2D

Knowledge (3D)
Alien Races...: 3D+2
Bureaucracy...: 3D+2
Cultures......: 3D
Languages.....: 4D
Planetary Sys.: 3D
Streewise.....: 4D
Survival......: 3D
Technology....: 3D+1

Mechanical (4D)
Astrogation.......: 4D
Beast Riding......: 4D
Repulsorlift Op...: 5D+1
Starship Gunnery..: 4D
Starship Piloting.: 4D
Starship Shields..: 4D

Technical (4D)
Computer P/R...: 4D
Demolition.....:4D+1
Droid P/R......: 4D
Medicine.......: 4D
Repulsorlift R.:6D+1
Security.......: 4D
Starship R.....: 6D

Control.: n/a
Alter.: n/a
Sense.: n/a

Force Points: 1
Darkside Points: n/a
Skill Points: 2

Equipment: Jawa Blaster (dam. 2D+2), tool kit (including lock picks both physical & electronic)

Property: Owns and runs Pappa Jawa's Widget Wash.

Background: Typical Jawa tribe, whose culture centers around the acquisition and trade of equipment and gadgets.

Personality: Goes about his business with all the dedication and fervor of a fanatical drug dealer. Greedy almost to insanity.

A Quote: "Snurrgle snurrgle grrrrr!" ("Nice nice vehicle!")

Conn with other Chars: Washes, tunes, oils and snoops through their cars.

Scenario

You round an alley corner, and find yourself at a gaping maw of a building entrance. Soapy spray, ripe with the odor of chemicals, is blowing out into the unusually wide street, as a large repulsorlift gets a thorough cleaning inside the garage-like structure. A shingle over the building reads: Pappa Jawa's Widget Wash. It must be true, since there are over a dozen grubby, be-splashed jawas scrubbing another lift parked out in the sun to a sparkling shine. Its the first time any of you can remember seeing jawas do something constructive.

Pappa Jawa uses his washing service as a devious way to collect vehicles and gadgets. He has a regular clientele, who take their repulsorlifts and small ships for cleaning and maintenance, but they know to tip him generously, preferably with some sort of new, neat device that looks complicated and expensive. The best way to get into his favor is to drive a vehicle into his building (he'll launder anything that will fit), and say the words he loves to hear most, "I was really thinking of selling this heap." Then lay down the keys instead of his fee. He'll bargain a price with you (watch you don't get swindled), and pay you cash, no questions asked. He's a popular fence for neighborhood stolen vehicles.

If you have any dead bodies in the vehicle, he'll clean those out along with literally any other junk you've left laying around in the seats or trunk, but 'stiff laundering costs extra'. He loves haggling, and will not hesitate to summon Imperial troops if you get into too much of a hurry to work out a 'fair' deal in such cases.

If you simply want your vehicle washed, don't leave any money or neat gadgets in any compartments, locked or not. Unless you tip as above, in advance, Pappa Jawa or his assistants will snoop through your vehicle and exact a not necessarily small tip himself. He'll only take one thing, or purse of credits, but its usually cheaper to tip him yourself. If he doesn't get or find any tip at all, the second or third time you bring your vehicle in, it may come back missing a radio part or some other not-quite-vital valve or device.

Pappa knows nothing about any of these missing items, if you ask about them. Watching them work on your vehicle can be only marginally successful (a perception roll of very difficult) because there are always at least a dozen jawas swarming over the vehicle while its being washed, lubed, tuned, etc. They're all expert thieves. If you do manage to catch one, he'll dash out the back entrance of the building and run for it, and Pappa Jawa will make a fuss and summon the local Imperial Police if you like (or sometimes if you don't like). Later the thief will return to Pappa Jawa with his prize, if he got away with it, or with a long face if he didn't.

Pappa Jawa funnels his questionable vehicles to his son for sale on the other side of the planet, or for export through several fence/merchant ships to planets where they won't be recognized. Of course he'll always sell one directly, if someone wants to buy one. If a purchaser wants to know the vehicle's history, he explains that someone dropped it off to be cleaned, and never came back for it. "Happens all the time!"

The Imperial police don't bother him, usually, since he provides free cleanings twice a year to several of their higher officers. They also enjoy answering his summons for help, and arresting the Rebel(s) who are usually hanging around when he squeals for them. (It makes them look competent for a change.) Pappa Jawa only calls the Imperials if he thinks his customers are Rebels, and they've been stiffing him and are making trouble about his exacting his payment. He knows an occasional gift to the Imperials will keep the local police off his case, and he'd rather not do business with cheap-skates.

His Introduction:

Like my wife I work 40+ hours a week at a large company. Unlike my wife I manage to get to 9+ cons a year where I both game master & play. We have, however, had the opportunity to game together occasionally when she runs her Star Wars campaign. We also have begun to make a yearly pilgrimage to GenCon in August while our young son visits my parents. I offer this advice to the gaming bachelors out there: it really pays to have a wife who games. Especially if you need someone to console you when you really get trashed at Battletech.

I guess that a bit more information about me is in order. I started playing D&D in high school in 1976. Now I prefer to play Rune Quest, Star Wars, Twilight 2000, and Champions but I still end up game mastering & playing AD&D most of the time. This happens because I am an active RPGA member and mainly participate in RPGA events at conventions. This is not to say that the RPGA *does not* sponsor non-AD&D tournaments but rather that AD&D tournaments are the most prevalent. I also stress that I do play in non-RPGA events at conventions. I especially enjoyed playing in Wayne Peacock's Star Wars scenario "Iridium Magnolias" at MOC this year. I can only hope that Wayne will see fit to publish those entertaining droids A1-SOB and C3-NPC in his 'zine. Well, I guess its time to move on to the cynical feedback section.

His Feedback on Issue 0:

* The Blue View

- The Wyrmquest cosmos ecosystem material was interesting. When do we get to hear about more 'down to earth' topics? I estimate that the life expectancy of any RQ character I have ever seen to be measured in milli or possibly even nano seconds when faced with such supernatural menaces as were described. Perhaps the player characters are gods?
- Please provide ordering information for Wyrmquest as I cannot wait to terrorize the RQ players that I know with this material.

* Bolts of Bewilderment: Amperion's Thoughts

- A crossword puzzle? What next?

* Death to All Fanatics

- Gads, a favorable review of Traveller 2300? How could you not mention that the second edition of 2300 replaced the first about 6 months after the game was released. I for one felt gypped.
- I played GURPS once too.
- Void, I played in 'your favorite campaign' after you left Chapel Hill. I have to tell you that the ending was great. I imagine that the "Return of Rudejack" could happen as Rudejack seemed to turn up again & again in the campaign (like a bad clack). We have moved on to the next campaign but I must say that for my money Samrol the Red is the rudest PC around.

* The Game is A-Foot
- Interesting game, encore.

* The Imperial Elvis Post
- Elvis is dead. Long live the King.

* The Mysterious One-Finger Tequila Swillin' Society
- Yet another Champions aficionado...

* Rothberg
- Is 'gobo' short for goblin boys or what? The reference to a 'chaos band' reminds me of the rap concert that took place at the MECCA during GenCon last year. There sure was chaos. In fact there was a riot.

* Secrets of Vulcan Poetry Revealed
- I sure was relieved that there is no secret to Vulcan poetry. If there were, my wife would be spending hours trying to write the stuff. (Hey! I would NOT. - {Her comment})
- Interesting program. Can it generate Wyrmquest Fallen Angels without overflowing variables?
- The nomenclature guide is nice. I always have trouble coming up with NPC names that I like.
- Nice piece on timelines. If you want to meet Aaron Allston I suggest that you lobby the staffs of Dragon Con & MOC to invite him as a guest.

* Tail of the Monkey Man
- Great title. Let's skip the women part and talk tribal spirits. - Shep the Telmori shepherd

* Trans-Dimensional Blues
- Sounds like a Shadowrun campaign.

His Champions NPC and Scenario:

I used this NPC and scenario in my futuristic Champions campaign a couple of years ago. The results were amusing so I thought that someone else might want to try it.

One Woman, Twice the Trouble

The player characters (PCs) are contacted by a woman who one PC has seen on the Jet Setter Weather Report as a guest in a 5 minute spot. She introduces herself as Susan Seymour and says that she has need of a few body guards because she believes that her life is in danger. She goes on to say that she has already contacted the police but they did not believe her story. For this reason, she says, she will not tell her story to them. She will offer them a substantial cash payment for 2 days work. If the players accept Susan's offer they will be expected to escort her for the next 2 days.

The First Day

You should use the first day of the job to convince the PCs that nothing is going to happen. They might have to deal with a couple of normal street thugs when Susan insists on going to go to a fashionable dance spot. They may also be asked to embarrass themselves by dancing with their employer. In any event Susan's real plan is to attend a health food exposition in the local civic auditorium because she has heard that the Chemical Preservatives Workers Union (CPWU) has hired a team of villains to destroy it. As unions tend to have deep pockets, have the CPWU hire a team that will give the PCs a tough fight.

At the Expo

About 1 hour after the expo begins, the villain team bursts through the back of the Fancy Fungus stand and proceeds to tear things up. Susan will demand that the PCs do something about this and that at least one of them stay behind to guard her. Within a short period of time Susan starts to act a bit funny. It is as if she is debating something with herself. "We've got to do something to help, they'll be creamed". "No. We cannot do anything hasty here or we will be the ones who will regret it". The next thing that the PC guard will see is Susan A going off to help in the combat while Susan B shouts at her that she will not be paid if anything happens to her. Of course Susan B should be forced into the combat too just so you can watch the PCs attempt to protect their '2' employers and still defeat the villains.

The NPC

Susan Seymour

Characteristics

10	Str	0
14	Dex	12
13	Con	6
13	Body	6
13	Int	3
14	Ego	8
15	Pre	5
20	Com	5
5	Pd	3
5	Ed	2
4	Spd	16
5	Rec	0
25	End	-1
25	Stun	0
		--
		65

Disadvantages

115	Base & less base experience
10	Code of Justice (Common,Moderate)
10	Hatred of Terrorist (Uncommon,Strong)
10	Split Personality when not Duplicated (Common, Moderate)
15	Accidental Change under Emotional Stress (Uncommon,14-)
5	Reputation "Rich & Available", 8-
10	Hunted by Bachelors seeking to marry $ (Less Powerful,11-,Harsh Punishment)
5	Distinctive Looks from appearance in a men's magazine (Easily Concealable,Noticed &Recognized)
20	Normal Characteristic Maxima

200	

Powers

50	Duplication (1 copy) Note: see character description
15	3d6 Luck
20	Aikido (Fourth Edition Champions p.32)

3	Acrobatics, 12-
3	Acting, 12-
3	Breakfall, 12-
3	Disguise, 11
2	Familiarity: Common Melee Weapons
3	High Society, 12-
2	Knowledge Skill: Aikido, 11-
3	Mimicry, 11-
3	Persuasion, 12-
****	The Following Perks were purchased once as they, for the most part, can only be used by one 'copy' at a time. ****
10	Wealthy
1	International Driver's License
1	Passport
1	Permit to Transport Common Melee Weapons
3	Well Connected
1	Contact: Socialite, 11-
1	Contact: Amazing Scientist, 11-
1	Contact: Rock Star, 11-
1	Contact: Aspiring Makeup Artist, 11-
1	Contact: Mossad Agent, 11-
1	Contact: President of Major Japanese Corporation, 11-
1	Contact: Olympic Gymnast, 11-
1	Contact: Female Impersonator, 11-
1	Contact: Reclusive Billionaire, 11-
****	"Everyman Skills" ****
0	Climbing, 11-
0	Concealment, 12-
0	Conversation, 12-
0	Deduction, 12-
0	Paramedic, 12-
0	Shadowing, 11-
0	Stealth, 12-
0	Familiarity: Driving Automobiles
0	4 pts. Local Language
0	Area Knowledge: Jet Set Resorts
0	Professional: Jet Setter

135	

Appearance

Gender: Female
Age: 24
Height: 5'8"
Hair: Brown
Weight: 121
Eyes: Brown
Complexion: Fair

Susan is an attractive young woman who prefers to wear designer casual clothes as she likes to keep comfortable and let people know that she is wealthy to boot.

Background

Susan Seymour inherited her family's fortune at the age of 16 when her father, mother, and baby brother were killed by terrorists. From age 16 to 21 Susan contemplated revenge and continued getting the best education that money could buy. She learned aikido in Japan, acting in Britain, and many other useful skills in different parts of the world. Along the way she made many friends.

When Susan turned 21 she was finally able to sign the consent forms to allow her to be the subject of an experiment with a serum that allowed one to psychicly duplicate oneself. The experiment was a partial success in that Susan involuntarily duplicates herself when under emotional stress. Furthermore, Susan has developed a split personality as a side effect of splitting herself in two.

Personality

Ever since her family died Susan has devoted her life to the pursuit of justice for all terrorists. She is a firm believer in the Law of Hammurabi (an eye for an eye, etc.) and has devoted the last 8 years of her life to preparing to mete out justice to terrorists wherever she can. Since the serum experiment some 3 years ago Susan has developed a split personality. In fact when she duplicates herself, each of the clones has one of her personalities. When not duplicated Susan seems pretty normal until she gets worked up about something. Then she alternates between the following two personalities until she either pulls herself together or "goes to pieces".

Personality A

This woman is a real go-getter. She considers her options and acts quickly in the face of any problem. She likes to move fast and sort things out later. Frequently she does not pause long enough to think things through before deciding on a course of action. She, however, is not stupid and has a good sense of self preservation.

Personality B

This woman is a thinker. She considers all of her options carefully before acting on her decisions. She likes to plan carefully for success in each endeavor. She is generally cautious but is quick to follow through on her plans once they have "gelled". She also is not stupid and will act quickly if necessary to save herself and others.

Something to Fill the Last Page

The following is my character in Pat's Star Wars campaign. I really enjoy playing him and I know that he will make himself at home in anyone's campaign.

Character Type.: Party Animal

Character Name.: Ursa
Player Name....: Carl Buehler
Height.........: 7'6"
Weight.........: 1520 lbs

Sex............: Male
Age............: 24

Physical Description

Ursa is a large humanoid similar to a polar bear in appearance. He wears a loud Hawaiian shirt, Bermuda shorts, sandals, sun glasses, and a camera where ever he goes.

Dexterity (3D)
Blaster........: 3D
Brawling Parry.: 3D
Dodge..........: 3D
Grenade........: 3D
Heavy Weapons..: 3D
Melee Parry....: 3D
Melee..........: 3D

Perception (3D)
Bargain....: 3D
Command....: 3D
Con........: 3D
Gambling...: 5D
Hide/Sneak.: 3D
Search.....: 3D

Strength (6D)
Brawling.........: 6D
Climbing/Jumping.: 6D
Lifting..........: 6D
Stamina..........: 6D
Swimming.........: 6D

Knowledge (2D)
Alien Races...: 2D
Bureaucracy...: 2D
Cultures......: 2D
Languages.....: 2D
Planetary Sys.: 2D
Streewise.....: 3D
Survival......: 2D
Technology....: 2D

Mechanical (2D)
Astrogation.......: 2D
Beast Riding......: 2D
Repulsorlift Op...: 2D
Starship Gunnery..: 2D
Starship Piloting.: 2D
Starship Shields..: 2D

Technical (2D)
Computer P/R...: 2D
Demolition.....: 2D
Droid P/R......: 2D
Medicine.......: 4D
Repulsorlift R.: 2D
Security.......: 2D
Starship R.....: 2D
Photography....: 4D

Control.: little
Alter.: single
Sense.: some common

Force Points: 2
Darkside Points: n/a
Skill Points: 17

Equipment

Blaster (never fired), vacuum suit, fancy virtually indestructible holo-camera, spare holo-camera, metal holo-camera memory disks, pocket computer, com link, vibroblade (never used), glow rod (high tech flashlight), 9 medpacks, and 7000s in cash.

Background & Personality

Ursa is a tri-delt frat beast who is still on Spring Break from two years ago. He loves to take unusual pictures & caption them, to gamble with anyone's money, and to have a good time doing new & unusual things. Ursa joined the Rebels to go to exciting new places, to meet exciting new people, and to shoot them... with his camera. Ursa has never used his blaster because he has not bothered to learn how to work the safety. He prefers hand to hand combat.

Quote: Are we having fun yet?

If someone expresses an interest in Ursa's favorite pictures, let me know and I will include some in a later edition of "The Gaming Spouse".

Fishy Bits

Have you read any of the works of H. P. Lovecraft? How about Robert E. Howard, August Derleth, or more currently, Clive Barker or Stephen King? Or any other Horror or Mystery writer for that matter? How about watched any Horror or Mystery movies? Did you ever think, "Boy, that guy is really stupid! I would have done it like this...". Let me introduce you to *Call of Cthulhu*, in my opinion (which is what this article is going to be), one of the best role-playing games available.

First, I want to get this matter settled. *Call of Cthulhu* is not an Epic Fantasy role-playing game. If you have to classify it, then the best definition would be a Horror/Mystery role-playing game. So, what's the difference?

Epic Fantasy is set in a fantasy world where Elves, Dwarves, Dragons, etc. live normal lives. It is not incredibly unusual to see any of these beings during the PCs adventuring. Magic exists and is studied by many people. Gods take an interest in the lives of their followers and occasionally take an active part in their lives (for good or ill).

An Epic Fantasy game consists of PCs going out and performing feats of heroic-derring-do with very little chance of being killed. Let's face it, even if you are killed or seriously wounded, you can be healed, regenerated, reincarnated, resurrected, put on a different plane, get a "God-Call", etc. You generally will not be killed out of the game unless you piss off a lot of people.

The reason I define *Call of Cthulhu* as Horror/Mystery is because the PCs start the game in a "realistic" world. Cthulhu scenarios generally take place in the 1890's to the mid 1930's common mainstream Earth, although there is a supplement for current time-line games. Most scenarios get the characters started by involving them in investigations of murders, kidnappings, or other "standard" mysterious occurrences. In the course of their investigations, they realize that something darker and more sinister lurks beneath the surface of the occurrences; that the world is not as "normal" as they first thought.

Call of Cthulhu kills players. Let's face it, this game deals with the existence of greater gods in the universe who just happen to think that Earth is a neat vacation spot with tasty, crunchy, meat-beings; there are cults on Earth set up to help them "come on down". There are no benevolent gods, but, as usual, there are some gods that do not like the other gods. They are not "Good" gods; the best they could be classified is as "Neutral".

That is why this game kills players, or at least puts them in mental institutions. No quick fix, no resurrections, no help from the gods, only early 20th Century medicine, if you are in a civilized part of the Earth. Also think about this; knowledge of the Cthulhu Mythos will get you killed if you are not a practicing cult member. The cultists will actively pursue any person with knowledge about them and silence them to keep from being exposed.

That's the fun of Cthulhu. Stick in occurrences of contact with the Cthulhu Mythos and their cultists and then watch the PCs try to explain it in logical terms to others. Sounds easy? Picture yourself trying to explain to a cop about being attacked by a werewolf or a zombie who was trying to eat your brain.

There is magic in Call of Cthulhu. The magic system is an excellent part of the game, but you do not have to have it to survive. A lot of the magic is developed by the cultists who are given their power by one of their gods and, therefore, the spells usually do not perform some good action.

I am not saying to not put magic in the game. There are beasties that require magic to kill, there are some signs and sigils that protect you from certain monsters, and there are some useful, benevolent spells. If you are going to put these situations in your game, it would be helpful if your characters had the means to resolve them.

My argument and complaint is that some modules (TSR is a good example) require that you have to find the "Ancient Artifact of Good" or some such specific item to finish the game and then the GM penalizes the PCs for not obtaining it. This is an insult to the creativity of the PCs. Any GM that would require that the PCs have to have specific spells or magic items to complete the campaign, without supplying the necessary components or ample opportunity to obtain them, is not running the game correctly. If the GM cannot think of alternative ways of finishing a scenario, then the scenario has not been thoroughly thought out.

There is a skill in the game that is only increased by reading the black tomes of knowledge written by ancient madmen to warn of impending doom, or through actual contact with detestable denizens of other abominable worlds. This skill is aptly named Cthulhu Mythos. Cthulhu Mythos allows the PCs to try to see if they recognize the spoor or other evidence of Mythos monsters. PCs should not start the game with any Cthulhu Mythos skill. That is part of the fun of the game, learning about the monsters that they are up against.

Another one of the best parts of the game, is a game mechanic called SAN. Sanity is an important part of a Cthulhu game because it gives some kind of measure of how the PCs are affected by learning that the world is not as simple, reasonable, or benevolent as they first thought. As a game progresses, PCs lose SAN and their grip on the rational world. This game mechanic is a real benefit to people who love to roleplay. As their characters slowly go insane, they will pick up phobias and other nervous disorders. This gives life to the characters and adds enjoyment to the entire campaign.

Ideas On Running A Campaign

How freely are you going to let your characters roam the world? Are you going to have them "jump through hoops", just going along with what you want them to do? Or are they going to overrun you and just raise havoc on the planet? Obviously, there has to be a balance to the game. You as the GM should have final say on ALL decisions, but, if you want to have happy players, you cannot be arbitrary in your decisions. Personally, I get the advice of the players when I am unsure about a rule or decision and then I make a choice.

Yes, I have screwed up and made the wrong decisions. But once I have made the decision, I stand by it. In the last game of Cthulhu I ran, I let one character learn the skill Martial Arts, and I had to create the amounts of damage that Fist and Kick attacks are modified by. I made the damage way out of proportion. But I let the character keep his skill. Who am I to penalize someone else for one of my mistakes? I just gave the other characters that had Martial Arts the same sort of damage adjustments.

"Hoop-jumping" can really piss off role-players. I have found that the good role-players do not need pushed into a situation. I once ended up running 24 hours of real-time gaming just to create scenarios that my characters wanted to go off and pursue. And then I had to get help tying all these scenarios into a contiguous plot line.

My main point is this: the PCs should be able to do anything they want to do. Then you as the GM hit them with the consequences of their actions. For example: In my campaign, a couple of PCs who were staying with an English Lord wanted to kill off his two Chinese servants. Now, I had placed the Chinese people there to be guides when the party ended up in China. They were the "Good Guys" and I had given them incredible Marital Arts skill rolls, as well as other knowledge that the party could learn, if they asked.

Anyway, the two characters, a German spy posing as a insurance investigator and a Boer military officer, wanted to kill the two Chinese. Their reasoning was that the Chinese guys were too powerful to be "Good Guys" and were, therefore, CULTISTS! I let them commit murder (which they did in a loosely cohesive way) and then I tried to arrest them for murder, based on the testimonies of each PC in the game (which were all different). The German lost his cool and tried to kill some of the cops, which totally blew any cover they had. The German ended up being executed for espionage and the Boer was executed for treason. Harsh punishment? Reality.

The point is that the characters got to do what they wanted. Not at the price that they wanted to pay, but then not too many people should expect to get away with murder.

Next Issue

In the following issues, I am going to develop various scenarios for play in the Cthulhu world, discuss how I think a good game is run, and continue to give you my opinions on everything else.

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TTTTT H   H EEEEE    BBBB  L     U   U EEEEE     V   V IIIII EEEEE W   W
  T   H   H E        B   B L     U   U E         V   V   I   E     W   W
  T   HHHHH EEE      BBBB  L     U   U EEE       V   V   I   EEE   W W W
  T   H   H E        B   B L     U   U E          V V    I   E     W W W
  T   H   H EEEEE    BBBB  LLLLL  UUU  EEEEE       V   IIIII EEEEE  W W
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Peter "Pictus" Gareis, 110-C Springtree Road, Athens Georgia 30605
"How do these deadlines get here so fast?"

GIGANTISM AND GRAVITY IN AN EARTHLIKE MILIEU

Sometime in the past, while I was developing my book of creatures, I stumbled on an article that discussed gravity and its effects on life forms. I applied the data to my campaign. For this article, I wanted to document my source and I've searched for a month trying to relocate it, but it is no longer in my possession or I just keep reading over a section that mentions the data I'm looking for. Anyway, here is the information as applied to my campaign.

In an earthlike gravitational field (1G) no bipedal creature can stand higher than 5 meters at the shoulder and still move effectively. In anything larger, effective movement would be reduced rapidly to zero by the girth and mass required to support such size. Most giants have a base move of 12 (humans 8). I don't modify this base for giants even of maximum rollable SIZ, assuming the length of stride compensates for the decrease in actual speed of motion. If I did decide to make a giant larger, I would reduce his movement by some specified ratio, like 1MOVE/1SIZ, 1/5, or 1/10, to simulate the effects of gravity. Also according to the lost article, quadrupeds cannot exceed 7 meters at the shoulder (note, however, the necks of giraffes and brontosaurs). SIZ gains beyond those heights, 5 and 7 meters respectively, should probably be in mass alone and exclude height gains.

Arthropods are a different matter. We have the bones of giant mammals and reptiles to prove their existence, but no arthropod known has ever exceeded three feet, and then those over a foot were aquatic (One type of prehistoric dragonfly did have a two foot wingspan, but the body was only just over a foot). The weight of an exoskeleton is simply too great. But, in a world with adamantite, we can postulate some chitinous compound light enough and strong enough to allow excessive growth in arachnids, insects, and crustaceans.

Still, though, gigantic arthropods could not live since they breathe by diffusion and circulate the oxygen in a fluid that flows directly through the body cavities, a process unsuitable for large creatures. So, we need to assume that giant varieties have evolved some more efficient system, such as a series of small lungs where the spiracles are usually located, and a circulatory system using connecting vessels. And like other creatures, arthropods are limited in SIZ.

Thus you find no sky scraping giants or castle-sized beetles in my campaign because the laws established therein would not permit such growth. And be wary of saying your gravity is less or more than earth's because then you mess with the structure of every life form in your knowledge and imagination, more so for the large and less so for the aquatic.

THE BLUE VIEW

REALISM AND THE EARTHLIKE MILIEU

Some game designers might argue that in a world with magic a creature can be any size. That is a gamemaster's prerogative, but I argue that the primary requirement for secondary creation is that everything in the milieu is explainable by more than "Because it's magic" or "That's the way things are in this world." Every ecosystem or force operates by some set of discernible laws that govern its limitations and use. We can consider that everything may be possible in a campaign, but every possible thing has a reason why it is possible. Hyperdrives, cold berthing, plasma weapons, etcetera allow the currently impossible but imaginable to happen in SFRP games; however, these possibilities are explained by advancements in technology springing from developments in current theories. The same can apply to a FRP situation. Magic operates in a universe with knowable (if not yet known) laws that govern its behavior. Knowing these laws in part or in whole permits the use of magic in modifying the elements which comprise the gaming universe and permits the prediction of magical possibilities.

Should we expect any less reason in a world based on magic than in one based on technology? In MOTIVE: Issue 0 Wayne describes his SPACE GOTHIC technology level as "fantastic, more than rational." This realism bit I advocate is easily applied to even that. Consider the following quote:

"Any sufficiently advanced technology is indistinguishable from magic."
-Arthur C. Clarke, The Lost Worlds of 2001

Most campaigns are set in a world that is recognizably earthlike and predictable. Characters can visit areas of abounding strangeness, but they seldom stay there more than briefly (on a cosmic scale). Consider the logistical problems of running a campaign focused primarily in an unearthly world, a spirit realm, or a hell. The players are forced to operate continuously without the usual stimuli that guide them to react and make decisions. Since the world is the creation of the game master, the players are even more subject to his whim than in most campaigns. If the characters are supposedly creatures of this strange world, then again the players are at a loss. They lack specific subtle and detailed information for operating in that world of the game master's mind. He could never hope to supply such information, the knowledge that people gain in a lifetime of dwelling in specific environs and cultures.

"Really we create nothing. We merely plagiarize nature."
-Jean Baitaillon

The information could be reduced/converted to a random factor determined by dice roll, but that would further encroach on the roleplaying aspects of gaming. Roleplaying is continuously threatened by extreme rules modification and excessive detailing of probabilities. Any of you having experience with TSR's official Dungeonmasters who take a 'test' (running a special module) to see if they can run the numbers have seen this. The numbers are everything in that particular situation.

Think back on the most enjoyable campaigns you have run or played in. Those which have a firm grounding in the recognizable and a certain unpolished air will probably dominate. How often do you enjoy encounters with superbeings which are invincible or creatures with such bizarre powers or weaknesses that no amount of logic or skill can give a reasonable chance in a contest? And as gamemasters, who among us hasn't watched the very meticulously created scenario bog down in machinelike repetition or be simply run over/through by the players?

Now you may wonder where I've rambled to. I do too. So I'm not going to edit this and see if someone can assist me in concluding something here. Wait, two quotes just popped into my pea brain.

"Two dangers constantly threaten the world: order and disorder."
-Paul Valery

"Foolproof systems don't take into account the ingenuity of fools."
-Gene Brown in Danbury, Conn., News-Times

Conclusion: A milieu should be based on consistant and identifiable laws of operation, yet the rules should be sufficiently vague to allow for interpretation because no matter how specific you get, some dweeb will manage to pervert them to their own ends anyway.

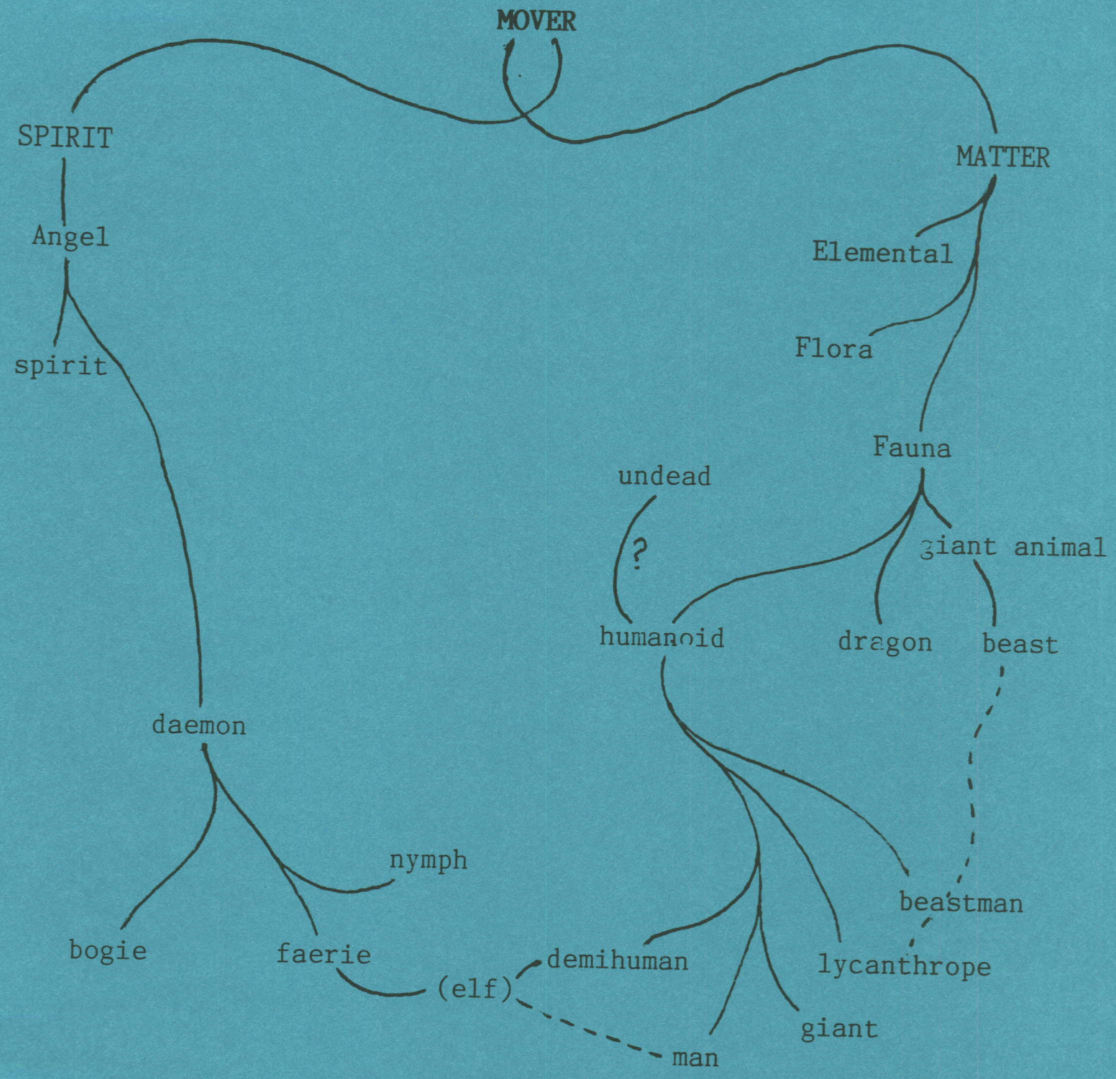
Go look at TRANSDIMENSIONAL BLUES for a sample of rational SFRP game design, and then let's get on with appling the rambling garbage above to the FRP campaign I run.

AN ORIGIN OF SPECIES

In the campaign I run, just as in Glorantha or Edge, the multitude of races springs from some source or has reason for being the way they are. The difference is that mine is a perversion of Darwinian evolution with a smattering of myth rather than a well organized mythological structure with a smattering of evolutionary theory. Since the campaign focuses around medieval Europe (the current date is late May 1210 AD), the milieu is decidedly earthly and dominated by Judeo-Christian religions. Thus the mythological base is closest to Genesis although impure. It works like this:

An unmoved mover (whose purposes, nature, or anything remain a mystery to me; who could have been created, although that possibility is irrelevant to this universe) created, instantaneously, entities of strictly spiritual nature like itself, possibly of itself. Simultaneously (because I imagine time is of no consequence to such a being), it had the only truly original idea ever: matter and growth. The idea was original because this being had never experienced a state of either being physical or of change. It could not.

Thus two species came into being: the spiritual, now termed angels, and the physical, termed matter. Since the matter was created by or of the stuff of the One, it too had some spirit within it. Here is where the mess begins. The matter began rapid change (any change is rapid in an unchanging existence) due to interaction with itself, and the spiritual element within it gained a new and wondrous outlook on existence. The totally spiritual beings became absorbed in their creator's fascination with this process, and through the act of experiencing and interacting with their mattered siblings, began themselves a creeping process of change. This change created a diversity of forms and temperaments in the creations and may have affected the mover itself. Thus I end up with a tree of descent for all the creatures in the milieu


MOVER
SPIRIT
MATTER
Angel
Elemental
spirit
Flora
Fauna
undead
?
giant animal
humanoid
dragon
beast
daemon
nymph
beastman
bogie
faerie
demihuman
lycanthrope
(elf)
giant
man

Elves are classified as demihumans, but they represent the most extreme case of convergent evolution, having descended from faeries and thus originally spiritual beings. Less extreme cases of convergent evolution are lycanthropes and beastmen. Undead did not appear until humanoids first tapped the power of the spirit world, and although they really don't breed **per se**, they are something of a regression/development towards a consciousness of purely material nature. Elementals are spirit united with unmodified matter.

Like the single known source for all races, the four planes of existence too spring from that one source. The unmoved mover is and dwells in the spirit plane, which encompasses all other planes. With the creation of matter came Middleearth, the material universe in which men dwell, the world consisting primarily of matter. Touching on this world

THE BLUE VIEW

is that of Faerie. Faerie is primarily a material universe but with a stronger tie to the spiritual than Middleearth. It is something of a primeval world ruled nominally by the Sidhe, the most powerful of faeries. The ratio of men to the odd creatures of myth and legend is reversed there. Hell is the abode of those spirit creatures that despise the beings with true physical existences. It is the reverse of Faerie, being primarily spirit in composition with weak ties to the material plane. It is designed by the inhabitants to be a horror to beings of flesh and blood, and ruled by the only seraphim to rebel. Hell is most often described as a fiery, unmappable maze supposedly following Dante's nine levels. The ninth level would then be frozen, but who can tell. From Hell one can reach only Faerie or the spirit plane; from Middleearth one may reach only the spirit plane or Faerie; from the spirit plane one can go to any other plane. All of these planes may be boundless; I don't know. In any case, the description should indicate that they are all part of the same whole comprising one universe and one set of laws which govern it.

NEXT TIME: VAGRANCIES IN THE FLOW OF TIME
MAILING COMMENTS
SOMETHING ELSE THAT MAY BE INTERESTING TO SOMEONE, MAYBE

· A UNICORN ·
Lake Burton, Georgia

Bolts of Bedevilment

AMPERION'S Thoughts

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Raleigh North Carolina 27606 919/851-6127

Tal (what books is that a greeting from??)! Hopefully the past two months have been interesting for you. I know that several hours of mine were Issue Zero of MOTIVE! I am not sure where to start in terms of responses, so I shall avoid them for the moment and give some answers to last issues stuff. The initial was R. Gary Mitchell placed it on the tombstone he made for Kirk in "WHERE NO MAN HAS GONE BEFORE" .

Having answered the trivia I Suppose you might want the solution to the Crossword, unless you are sure you did it all correctly! This issue I have a TV show review for you, another X-word, comments based on last issue, and some other stuff I cannot describe (as it is not written yet.

Well, I just spent about ten min. trying to think of something for this last part of the page. OK.... what was the no#. on the box that the ARK was put in at the end of "Raiders of the Lost Ark"???

Answer to Issue Zero Puzzle

S	M	A	U	G	▨	▨	A	S	L	A	N	▨	A	M
U	▨	S	A	R	E	K	▨	T	E	M	P	U	S	▨
N	F	▨	T	O	L	K	I	E	N	▨	▨	M	▨	A
D	O	▨	U	N	D	▨	▨	R	▨	A	M	B	E	R
I	O	N	▨	D	E	R	Y	N	I	▨	S	E	C	▨
V	L	A	D	▨	R	I	M	▨	▨	D	A	R	T	H
E	▨	M	E	L	▨	G	I	M	L	I	▨	▨	O	E
R	O	O	M	▨	H	E	R	M	A	N	▨	T	▨	D
▨	G	R	O	O	▨	L	▨	▨	N	O	M	A	D	▨
W	R	▨	N	▨	R	I	▨	D	D	▨	O	S	T	▨
H	E	R	▨	▨	A	V	O	N	▨	O	C	H	R	E
E	▨	▨	I	▨	U	▨	S	A	M	▨	▨	A	▨	L
N	A	Z	G	U	L	▨	C	▨	A	P	E	▨	K	A
▨	M	O	O	▨	▨	D	A	V	R	O	S	▨	O	A
S	U	T	R	A	▨	D	R	A	C	I	P	▨	R	N

Bored & Broke??

Stuck at home on a Saturday? Well turn on your TV to "The Comedy Channel" and watch 'Mystery Science Theater 3000'. Sit back and enjoy classically bad flicks (and even some of less than classic stature) with Joel and his friendly home made robots. Trapped in space by his evil bosses, he is subjected to periodic transmissions of terrible movies like "The Robot vs. The Aztec Mummy" and "Planet of the Primitive Women".

Prior to the movie, Joel and his evil bosses (whom he refers to as 'sirs') trade an invention idea. Usually all are pretty bad, such as Joel's Airbag Helmet. For the less squeamish, his bosses ideas are amusing. The Chalkman is their solution to those last party guests who don't know when to leave. It is a Fisher-Price quality record player with its stylus replaced by a manniquin hand. Instead of an actual album you use a sheet of slate. When the hand is placed on the 'album' it generates the painful sound of fingernails on a blackboard. Their idea for a new Fast Food Chain has the promise of low overhead costs to allow them extra profit. The plan is simple, you just don't cook any of the food. At their 'Fleshbarn' you get to choose the beast you want (from the front yard) and have it brought to the table for desired cuts.

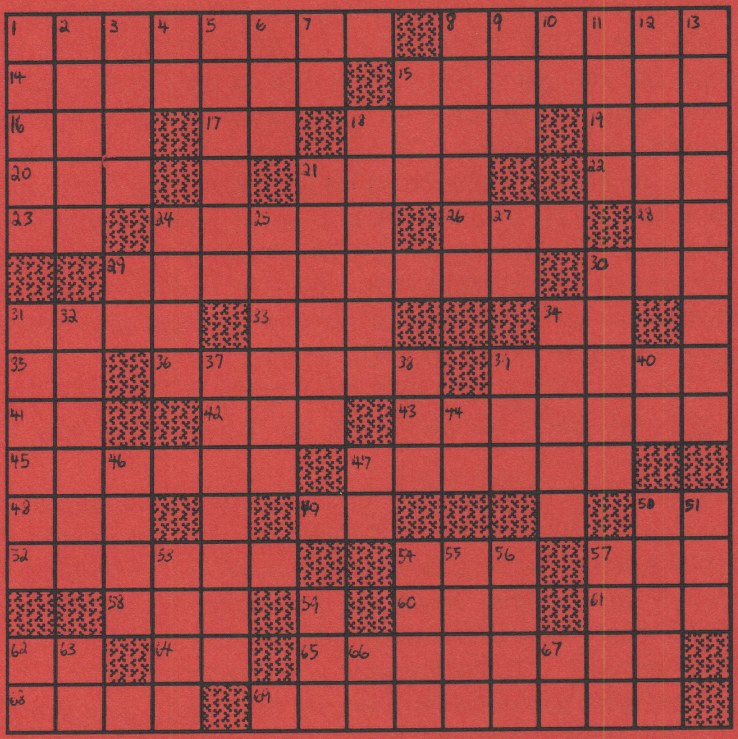
After the humorous or morbid inventions (and then the inevitable real TV commercials) Joel and his robots go to the viewing room. As the opening credits play, we can see Joel and co. walk down the aisle. Although the screen is in front of us you cannot see all of the picture, as the backs of the chairs are visible in the bottom inch or so of your TV. Also in silhouette are Joel, Tom Servo, and Crow. Occasionally Gypsy will be visible too. Joel is an amusing man in his 20's who at times can be a bit thick, but was smart enough to build Tom Servo from what appears to be a gunmball machine and a fire hydrant. For the more complicated electronics he scavenged parts from the space station he is trapped on, including the parts which might have allowed him some controls over the transmissions from the sirs. Crow always strikes me as appearing to have a lacrosse stick's net stretched between his robotic ears. Though far less egotistical than Tom Servo Crow has a bit more wit. Gypsy is a large snakelike 'bot, with the ability to duplicate things placed in its mouth. During the movie they all chatter and makes jokes. All in all they are quite a bit more interesting than the movie they are being shown.

Every few minutes they are given a break for commercials, and some action of their own. In one episode the space station was under attack by a massive group of skeletal space mutts. The mutts wished to take the station, which we then learned was shaped remarkably like a giant bone, back to their home for burial. Tom Servo went out to rescue them (perhaps a 10 point overconfidence), but due to his shape, he was the victim of the 'doggie salute' !! Fortunately the goo came off pretty easily.

On another occasion they were all affected by a horrifying bomb that turned them into boring imitations of Arthur C. Clarke (or is that a redundancy?). Of course, they did recover from this mishap, so take a chance and watch MYSTERY SCIENCE THEATER 3000. (It seems that the show is even airing on some weekdays....a new development!)

Well, for those of you whose local cable doesn't have The Comedy Channel (or who don't have cable at all) here is the next Crossword for your amusement...Any questions about last issues answers or this issues clues may be directed to me by phone or mail (or person to person if you are in the Triangle area). Even if you have cable...try the puzzle.

Crossword Puzzle #2 ARE THESE TOO EASY??



ACROSS

1 Traveller Humans

8 Deanna

14 Elric's Sword's Twin's Wielder

15 Ask a mirror who is _____ of all

16 Ghost soliloquy

17 P. Mason

18 ---- Dose (GW)

19 Secret C-c--

20 1 of the 13 Dwarve

21 ---- Atreides

22 I Want My ---

23 Fought Ali

24 ___ Torchholder

26 Alec Guiness rol

28 --sir

29 "____ for Hire"

30 Anthony book

31 "---- of Evil"

33 "_e_ie_"

34 AMPERION to puzzle maker

35 Half a laugh

36 ------ Thorn

39 Murphy's watch (in "Blue Thunder")

41 _m_a (aka Conan)

42 --- Partha

43 Lone Ranger

45 a Hell Hound

47 Batgirl

48 Myth. racer ---lanta

49 MORK

50 HR record man

52 Tolkien's 1st EVIL

54 _o_a_ eel

57 Frankenstein's office

58 '--- Gang'

60 Three vowels

61 a big st.

62 Crusher

64 Not A Crook

65 Arduin Creator

68 Vowel and Sparrowhawk alias

69 Mighty effort

DOWN

1 Shatner's stupid creatio

2 Mt. ---dru--

3 -. --- Hubbard

4 -- Corral

5 Cursed Miniature or Hero of Hec

6 rotcirtsnoc

7 " High -oo-"

8 ------ on the sea of Fat

9 9th,9th,13th

10 Train tracks

11 "---- Yankee"

12 Crom,Mitra,&___

13 Mr.Hyde's creato

15 _ire_r_ck

18 ---ta -- (city)

21 Flower part; not gun

24 ---- meld

25 ---i--- prod.

27 Lt.Cmdr. Dat

29 Chuck's wife

30 Rock, jumbled

31 Batson's acrony

32 "------ Kid"

34 Goldie Wilson job

37 Used broken swor

38 Sergeant for ex

39 Bounder

40 Woman turned cow

44 _y_e (musical)

46 Painter of Truths

47 wrote Free Live Free

50 Safe Plac

51 Kirk's hero

53 Vivisectionist

54 Soldier for hire

55 Sauce

56 Enos ----

57 ---- children

59 ___-RA

62 Louis --

63 Guinan

66 P--TY

67 L--rtes

Having procrastinated long enough, I guess it is time to comment on some of last issues articles. Overall I enjoyed them very much, even the ones on games I don't like to play.

THE BLUE VIEW: Unfortunately, those POW using games are usually my death (or a mere second away), but quotations you provided gave me (and my friends and my co-workers) many well-needed laughs. As to convincing you of the greatness of CHAMPIONS, well it really is. The question of realism is a bit moot, but the game does allow one to play in the spirit of the genre... which is after all, what role-playing is about. As it is easily given to light-hearted attitudes it can quickly grow to be one's favorite game. Of course you can get used to talking in a dramatic voice and get laughed at for always announcing your entrance as I do, which can cause problems if your fellow players have a bit of sarcasm in them. I typically am interrupted in the middle of my "Prepare to surrender evil-doers....AMPERION !! DUKE OF LIGHTNING is here to foil your plans" by some smart-aleck who thinks it is Dork of Lightning or Duke of Blunder. On the other hand it is always fun to roll a fistful of dice for damage and watch a foe go through a wall. Even if he probably will be up and mad a few seconds later.

BOLTS...: What a puzzle. I couldn't sleep for eight days trying to get that last clue. WOW!!! Sorry, I don't know why I am reviewing my own stuff, but I guess this way I get at least one positive vote.

DEATH TO...: Pretty awesome use of the desktop publishing machine!! As for content...good beat. I'd give it at least a 75! (Get it, a musical joke!). Anyway..Game reviews well I agree with most. VOID: I especially like comments like "The French? The FRENCH?" . But I ask, if you find Battletech particularly fun vs. me, when are you going to come visit. I am looking forward to a good Mech fight. Null...Maelstrom...neat. Come with Void for the Mech Bash. Are the MOC5 video-tapes finished yet? Trivia answer.....Space Opera????

GAME/AFOOT: Interesting.... I am glad someone here knows how these things work.

ELVIS POST: Did you hear why Manuel Noriega really gave up and left the Vatican embassy? Answer later in the paragraph. Be proud Wayne, I actually resisted the urge to count your spelling mistakes. Heck I even had three errors in my first submission! Change your heroes please... I mean Alan Alda is too liberal to be worth more than his weight in kitty litter. I give up on the first in joke....Null or Void??? Answer time.... Elvis snores. (My thanks to the party joke page in Playboy for that one). Space Gothic....will it be at MOC VI??

TEQUILA...: Okay Paul...you and I had the shortest submissions last time, hopefully we both fixed that this time.

ROTHBOURG: Interesting world/history...look forward to characters and such.

SECRETS/V.POETRY: Thanks for not going into a severe case of Ex-STAR TREK Actor Poetry Reading Bashing. (Although I cringe whenever anyone threatens to play the albums hinted at by you. On the other hand I disagree with your assertion that Star Trek: The Next Generation (hereafter STTNG) follows the old "good/mediocre/dog" schedule. I think in the 3 years so far, the script quality has been a bit higher than the original shows. Granted there have been a few related tales (Where No One Has Gone Before and The Naked Now being prime examples), but I think most of the episodes are as original as one can get with a 'storyline' people have spent over 20 years thinking and writing about. As for the acting, I guess I miss Kirk's melodramatics, but also enjoy the more aloof and dignified behavior of Jean Luc Picard. As for the rest of the crew... Ryker.......Perhaps a bit too arrogant, but the holoversion by Barkley was so amusing it makes the normal Ryker bearable....at least as a target for jokes. Data..........Hard not to like him. Easy to relate to if you have ever been on the outside of groups. Watching him evolve as a character is 'Fascinating'. Even as he rambles for less time before he realizes it, his escapes get more and more amusing Troi.........Empaths still seem like a waste to me. She needs a new voice and to dress as she does real life. Worf/Geordi/Beverly.. All great. Q.......A bit troublesome, but one of my favorites. Wes..........Certainly more tolerable once the writers realized he did not have to cause and solve all problems. Now, if they can just work in a girlfriend who looks like Heather Locklear (or one who acts like Kelly Bundy)........

Guinan.....I really never liked Whoopie........till now.

Tasha.......Miss her. Hopefully she will be able to make another visit...

Holodeck..Great place to visit, and maybe even to live. Well maybe not live, but visit alot!

Pulaski...Truly a despicable character. No redeeming qualities. Ok, one .....she left when Beverly came back.....Something to also remember next Nov. on Turkey day.

OOOOPS. I guess I stopped responding to SECRETS and put forth comments of my own. As for the rest of your stuff...The program looks helpful, but I still don't like those POW games (it must have something to do with being killed by a DUCK the first time I ever tried any of them (Do you remember that trip Wayne??). Champions timeline...great idea, and lots of fun too!

MONKEY MAN: Thanks for the additional CHAMPIONS thugs. And as for Sersus, though I've never adventured with him, I think it would be most interesting. Look forward to your article on the fairer sex. Two semi (or fully?) opposable thumbs up!!

TRANSDIMENSIONAL: Interesting indeed. Why is it that so many of us are so fascinated with post-'holocaust' type worlds?? (Perhaps a bit of misplaced wishful thinking?)

MOTIVE CONSTITUTION: Not quite as long as America's. Short, sweet, to the point.

MOTIVE RULES: Seem to be in order.

Having finished commenting, I am now more curious about our little group. To help me get to know everyone better I'd like to know more about you, and will present it in my next issue's submission. Hopefully it will not be too much trouble. In the next couple of weeks I will send each of you a 'questionnaire' with blanks for things like your 5 favorite SF books, 5 Fantasy, etc. If everyone will respond within one month (of course the quicker you respond the less likely it will be lost!) I will then put together some charts for our group to see. Of course I will send them with s.a.s.e. so it won't cost you anything but ink and time. Feel free to send any additional info you like.

Any of you like Phil Foglio? XXXenophile? Well Phil was at MOC, and for those of you who liked **Orgasm Lass** and her pal **Foreplay**, he said that there would not be any more adventures with her, unless he got about 100 letters requesting them. So get out your pens and convince Phil to continue. Write to him c/o Palliard Press , c/o Dreamhaven Books, 1300 4th Street, S.E. Mpls, Mn 55414-2029. Hopefully we can get the 100 before too many more issues go out. After all, don't you want to know how she'll escape from the grip of the dreaded Eunuch?!!

So it is Sunday, and the deadline is Wednesday, so this time I procrastinated to the point where it'll cast me a few dollars. And the P.O. gets a bit extra. Oh well, the real question is ...have I learned my lesson?? The Issue zero article was almost late (fortunately the first issue had a slightly alterable deadline). Actually I should not have had any problem, but when I went to Kinko's with my disk they told me I had a Virus. So it took a bit of extra time to disinfect my disk before printing. After printing I found that the computer I had been working on, had the printer parameters set wrong, so the last half row of boxes were cut off, and some of my clues at the bottom of the page. So I did not get my stuff in the mail till Friday afternoon. And for some reason it took till Wed. or Thur. for Wayne to get it. This time I'll just spend the $$ for Express, but when will I finish next time????????? Think about your guesses, I'll have a line on the questionnaire for you to put your guess. Winner gets a prize and honorable mention in next issue.

Did everyone notice Earthday? In the olds days I used to think all the people who were environmentalists and such were just a bunch of silly granolas and ex-hippies. Some of my friends recycle and I started. UNREAL how much glass and aluminum was thrown away from my 2 person/1 dog apartment. Every week I take a couple of bags of glass and a bag of newspapers to a recycling place. I have a Hefty almost full of cans (waiting to take them for a $ or 2). I still sometimes wonder if it is really helping, and think....why take a chance that where I live will ever get to turn into a second New Jersey. So if you want to live without the smell of the NJ Turnpike near you give it a shot. Try it for a couple of weeks and see how bad it can be. I used to think Marvel Comics were a bit silly in their possible future for The Guardians of The Galaxy, but the Skin Cancer epidemic is not far away (really, on the news a couple of days ago they said that more than 4 of 10 people will have by 2000). Anyway if we want to end up with a future like Star Trek as opposed to Terminator or Robocop we each need to try to exert some small force on the world.

And as for getting a move on...next issue I will have the first installment of the book I have been talking about writing for years (Wayne, you know the one I mean...the one we used to talk about everyday that we used to sit around trying to figure out what to do that day!!). Now that it is in writing, I have to do it.....right??

CHAMPIONS GMs: Having trouble coming up with an idea. Get out a comic that you read that none of your players do. Look it over and voila, an adventure. Next issue.....AMPERION, Duke of Lightning and perhaps even Yorikk, Chief of the AEsir.

About the Author... Michael Steven Schapira was born. He has lived a regular sort of life. He has been convinced of his eventual rise to power as Emperor of the Multiverse. He is presently employed as a Data Review Specialist in an Environmental Testing company (after a year of hard laboratory labor. He used to read alot (when he had eight or ten hours to kill after classes) and still reads a fair bit. Collects comic books (mainly titles he enjoy, that do not increase in value) and faulty dice (extra or missing pips...). Knows there are two conspiracies against him (at least). Is not paranoid, a misogynist, a vegetarian, a coward or a pro-lifer. Drives a red Tercel with the license plate **"AMPERION"**. Drinks in moderation (usually), fond of Tequila shots, and seldom has a tough time the next morning. Still eats Pixie sticks and Cracker Jacks and such things, but can also cook a pretty mean omelette or steak and potato dinner etc. A bit too domestic for a 25 year old, but it keeps him from spending too much money on bad food. Has a Doctor Who scarf, a STTNG prop (dustbuster) phaser, the Franklin mint pewter ENTERPRISE and D7 CRUISER, and lots of miscellaneous stuff accumulated over the years. Watches a little too much TV, but nowhere near what he used to watch. Is a **COCA-COLA** man. Doesn't like seat belts, speed limits, quiche, or the way America is allowing itself to decline/become decadent. Usually a cheerful sort, especially if he awakens before the people he is around. Fears nothing. Has a BS in Biochemistry from NCSU, but did not like Graduate School (except for being a Biology Lab Teaching Asst.). Very ambitious, not very agressive, not in great shape, but could run a 6 minute mile. Was Manager of the NCSU Cheerleaders for 2 years. Didn't get lucky with any of them (so no crude questions please). Definitely a believer in Capitalism (sorry Deena, it is still this way!). Basically an Atheist (does not have any true faith, only an occasional Jewish-guilt pang which reminds him of his upbringing). Hates STUPIDITY.Has a STAR TREK (TNG) ENTERPRISE Visa card (Associates Nat'l Bank..800/533-5600). Used to chase pennies thrown by friends or others, but now watches (and waits for people to leave). Can chug a Fosters oilcan of 25 oz. if in a cup. Perhaps a bit over organized at times. Never late without a really good reason. Doesn't eat Dominoes pizza since they support 'Operation Rescue'. Memorizes phone numbers that he uses more than once. If he could become any character he has played, would become the 17th level Magic User Pelias, who has more than enough magic items, but they would not be necessary; just the spells, the Psionics, and maybe three or four magic items (or as many as possible). Has to stop!!!!!

Secrets of Vulcan Poetry Revealed

Secrets of Vulcan Poetry Revealed

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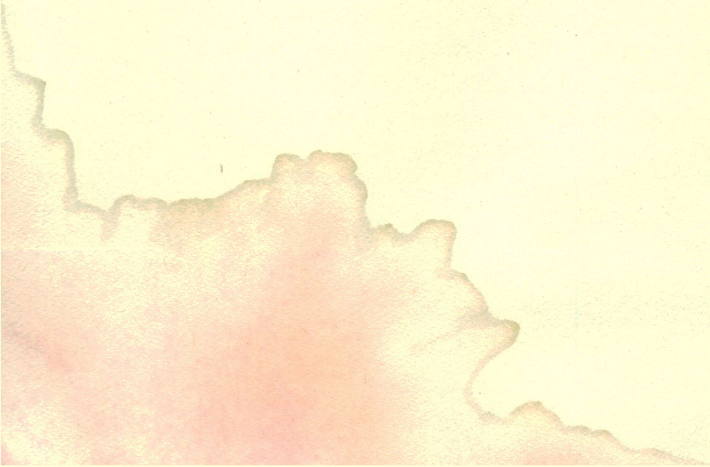
Secrets of Vulcan Poetry Revealed

keith and deena
375 ruth street
athens, ga 30601



Secrets of Vulcan Poetry Revealed is brought to you this time around on recycled paper courtesy of the environmental watchdogs at Kinko's Copies. The copyrights to all of this foolishness revert to any bold enough to claim them, or to the original authors, as the case may be.

This month's zine has been compiled almost entirely by Deena, as my own "Muse" (one of the lesser Muses, no doubt) seems to have deserted me. So here are the leftovers from last issue, to whit, mailing comments, some new, most old, and one new idea which I will leave to you, my ever appreciative and critical audience, to praise or damn as you see fit.

Death to All Fanatics:

Very interesting first bit. I can see right off that those of you with Mac's are going to have a field day with this graphic/textual layout business. I tend to agree for the most part with the reviews, excepting that I like Megatraveller. I did not like the old rules for many of the same reasons you two seem to enjoy them, to whit, they were too unstructured. I like the task system, and would be willing to argue the advantages of the new combat system with you until I was blue in the face, except I know you would probably be only to happy to oblige me. RQ3 is my personal favorite fantasy system as well, and though there may be a better way to fantasy role play, I don't expect we'll see it any time soon. It would take a heap o' doin' to surpass RuneQuest. The Mech designs were interesting, but I am so far removed from that particular game right now that I must confess to a certain amount of confusion. How available is Star League technology?- As I have had the chance to examine the "new" technology since I first wrote this, I am inclined to agree- Battletech will most likely collapse under the weight of all these new rules, never to be seen again. Will FASA never learn?

Imperial Elvis Post:

See above concerning your layout. Very impressive all in all. Ad Absurdum et all was rather strange, do you lie awake at night running our Edge PC's through these little tortures, or did they come to you in a moment of divine/diabolic inspiration? Speaking of Trikster Gods, don't forget who it is that worships Eurmal the next time he has the runs for an entire cross-Prax' epic. Space Gothic- it was about time the Glitterdeath you-know-whatsis reappeared, not to mention Marion and his/her/its famous pit. All we need now is the half-orc chick with the russian accent and we'll be good to go. I have a theory that all of those forgotten game ideas (remember the much discussed space hero campaign?) are going to be waiting for us in the afterlife, but I'm probably wrong. I don't even want to talk about were-wear or dead-wear. But what about Xeno-wear? I like the idea of having body parts from alien critters grafted onto the PC's (and NPC's) in order to gain amazing new abilities. Just think what an Orcish liver could do for your digestion, not to mention eliminating any drinking problems you might be experiencing.

Tale of the Monkey Man:

At last, a candid, in depth, detailed look at the mind of the most famous monkey man on Edge, from someone who should know. . Of course, to those outside of the Edge campaign, this can only produce a sense of bewilderment (and envy, I suspect) as they read the history of this singularly intriguing campaign. I suppose we will be reading more than a few references to Edge in the pages of this APAzine, and the divergent viewpoints presented should ultimately prove quite interesting. As for Ball and Chain, I suspect that you could put two JH champions villains in a stack of about 100 other bad guys and I think I could figure out which two were yours. This is not to say that they are unoriginal, but rather that they have that JH flavor which characterizes your other creations. Perhaps you would consider unleashing some of the other menaces which have plagued Ward Major in the past upon the unsuspecting readership of Motive?

The Game is A Foot:

Well, as you yourself put it, I will not attempt to "teach the teacher." I am glad that at least one of the contributors to this little effort has some experience in the wild-and-wooly world of APAzines, because we sure as hell need someone who has a vague idea of what, exactly, is going on. Feel free to offer any and all suggestions you may have as to "typical" APA behavior. For instance, is it normal to send in your submission on time? What sort of paper is best? Which photocopy place do you prefer? What's your favorite 100 movies? (I suspect I may know the answer to that one.)

I enjoyed seeing the mystery non-Burgundian's life story revealed in print, right there in full view of god and everybody. I was also grateful for a complete set of Nine-Man's-Morris rules, as Sir Richard has a very nice game board which we have wondered exactly how use on several occasions. (no sober occasions, though.)

The Blue View:

Egads, what a dangerous bunch of supernatural entities. I don't suppose that an encounter with a Seraph is part of a typical evenings play, at least not a hostile encounter. How about some details on the other modifications to RQ that you use? As you probably know, RQ3 is a fairly popular FRPG in the Athens APA contributor gang, and I'll show you my rules mods if you'll show me yours. Ask Wayne about spell-hanging, mystic combat, and other Edge-specific rules.

Speaking of rules, if you love detail and realism, check out any of the Harm games or supplements (if you can find them.) N. Robin Crosby has created a remarkably detailed and realistic setting, heavily patterned on medieval England. The maps and floorplans are amazing, and the RPG rules are easily the most detailed (and complex) I have ever seen. It is not a system for those who favor "hard-and-fast" play over realistic action.

Bolts of Bedevilment:

You are correct, of course, in your assertion that we are all, in fact, out to get you. What remains for you to do is to make as considered and objective an analysis of your ongoing persecution as possible, and ask yourself if it might not be possible that you could be just a tiny bit responsible for your own miserable condition. After all, what else should someone who consistently creates such characters as Amperion expect. If you did not react in such an entertaining fashion to the abuses which we admittedly heap upon you then perhaps we would grow tired of such easy prey and turn our uncharitable energies into other pursuits. It seems likely, however, that we would (and will) continue to torment you for many years to come, in light of the fact that we have been enjoying it for ten years already with no sign of a reprieve. On the other hand, the crossword was entertaining and even occasionally challenging, although I thought "An_rew _ffut" was a particularly lame attempt at a clue.

Transdimensional Blues:

Damn dense first issue. It took me more than one sitting to get all the way through the description of the Cleveland campaign. From what Wayne tells me, the ongoing game is every bit as bizarre as the campaign history. (not bizarre in a bad way, mind you, but it is set in Cleveland, after all.) Why is it that I suspect WH40K has been something of an influence?

The Henry Kissenger Memorial Paragraph

As for my one and only new bit of business- how does the Diplomacy playing segment of the Motive contributorship feel about a game of Diplomacy to be played within the pages of this very rag? Those playing would conduct any and all negotiations over the phone or through the mail in between issues, and publish their moves in the own respective 'zines. I would be happy to "referee" such a game, keep track of the moves, resolve any disputes, etc. I think that such a format for diplomacy would help to give it more perspective, with the turns taking several months instead of several hours, and could provide for a very interesting and complicated series of diplomatic "events," to use a euphemistic turn-of-phrase. Send me your comments or write in your next issue, and if there is sufficient interest we will try to get this thing off the ground by issue Three.

FEMALE MYSTIC BONDING

A subsection of *Secrets of Vulcan Poetry Revealed*

by Deena

I was given a hint by a good friend that letting folks know what sections of *Secrets* were my own was a good idea. Now you know.

I am going to restrict my mailing comments to just a few geeneral statements. I enjoyed everyone's stuff in Issue Zero; I felt like the best things came from Wayne (interesting ideas), Stewart/Chad (format), and Jon (writing). After seeing other people's work, I can also think of many ways to improve my own. That, after all, is part of the reason for this endeavor.

So, herein you will find:

Nomenclature: Vikings and Deutchers (sushi next time)
An easy guide to the games we play for those not in the know

A GAMEMASTERS GUIDE TO NOMENCLATURE

By request: list one will contain Germanic names. List two will have those beady Vikings.

Most of these Germanic names have been taken from *Nibelungenlied*, some from my old German textbooks.

Male (some might be female also)

Alberich
Aldrian
Amelung
Astolt
Balmung
Bloedelin
Botelung
Dancrat
Dancwart
Dietrich
Eckewart
Else
Etzel
Gelpfrat
Gerbart
Gere
Gernot
Gibech
Giselher
Gunther
Hagen
Hawart
Helmnot
Helpfrich
Hildebrand
Hornboge
Hunold
Iring
Irnfried
Liudegast
Liudeger
Nantwin
Nibelung
Nuodung
Ortlieb
Ortwin
Ramung
Ritschart
Rudiger
Rumold
Schilbung
Schrutan
Siegfried
Siegmund
Sindold
Swemmel
Volker
Walter
Werbel
Waske
Wichert
Witege
Wolfhart
Wolfbrand
Wolfwin
Hogni
Gunnar
Melk
Attila
Atli

Female (limited)

Brunhild
Gotelind
Hadeburg
Helche
Herrat
Kriemhild
Sieglind
Uote
Helga
Beate
Ingrid
Eva
Nina
Hilda

These Viking names were given to me by AJ Hoge. Thanks, AJ!! You might also notice that they are very similar to the Germanic names.

Male

Aki
Alf
Alfgeir
Alrik
Amundi
Anlaf
Anskar
Ari
Armord
Arnfinn
Arngrim
Armi
Armlaug
Arnor
Arnulf
Asgrim
Askold
Askr
Aslak
Aun
Bardi
Bertgor
Bersi
Bjarni
Bjorn
Bodvar

Botolf
Brand
Brynjolf
Bui
Buri
Egil
Eilif
Einar
Eindrini
Eirik
Eldgrim
Elrik
Erlend
Eyjolf
Eystein
Eyvind
Fhorgeir
Finn
Finbogi
Fjolnir
Floki
Fridgeir
Gardi
Geir
Geirmund
Geirstein
Gest
Gilli
Gizur
Godfred
Gorm
Grani
Grim
Gudmund
Gudrun
Gunnlaug
Guthorm
Hafgrim
Haki
Hakon
Halfdan
Haldor
Halfred
Halkel
Harald
Harek
Hastein

Hauk
Hedin
Helgi
Hengeist
Hogni
Horik
Illugi
Ingald
Ingi
Kalf
Ketil
Knut
Kolbein
Lodin
Mord
Ogmund
Olaf
Olvir
Onun
Orm
Otkel
Ozur
Ragnar
Rollo
Rorik
Saemund
Snorri
Solvi
Strybjorn
Sturla
Thorarin
Thorbrand
Thorfinn
Thorgeir
Thorgil
Thrain
Tosti
Ubbi
Ulf
Vagn
Valgard
Vandrad
Vigfus
Volund
Ynvar

Female

Alfdis
Alfhild
Arnora
Asa
Asgerd
Asta
Astrid
Bera
Bergthor
Dotta
Elva
Erika
Freydis
Gerloc
Grima
Grimhelda
Groa
Gudrid
Gudris
Gudrun
Halldis
Hallveig
Herdis
Hild
Hlif
Hrefna
Hrodyn
Ingigred
Ingunn
Jorunn
Katla
Ragna
Rannveig
Rhora
Saeunn
Sigrid
Svala
Thora
Thordis
Thorfinna
Thorgunna
Thorhalla
Thorhild
Thorkatla
Thorunn
Thurid
Thyra

Unn
Valgerd
Vigdis
Yrsa

Gaming in Athens GA--A Handy Guide

Keith Martin, Wayne Peacock and I moved to Athens GA from Asheville NC in May 1988. Much as we miss our friends and the Asheville weather, it's been a good experience, especially with regards to gaming and the SCA. For those of you unfamiliar with our gaming past and present, this is a handy guide for you to use, so you won't miss all those in-jokes and weird references.

HEROIC GENRE

Champions--This is a large category, since this game is among our favorites. I will discuss each game briefly.

1. Triangle Geo-Chemical/the Sentinels Campaign--This began in fall 1985, in Wayne and Keith's dorm room on the UNC Asheville campus. Along with the room's occupants Paul Patino and I created a Champions game set in Raleigh NC, where the heroes worked for a private company involved in alternative energy research. The original heroes were Warp (Paul), Siren (me), Galbraith (Wayne), & Impact (Keith). The group and the game grew very large--later characters/players included Harlequin (me), Thew (Wayne), Xax and Hoedown (Stewart MacWilliam), and Notion (Chad Russell). The TGC campaign had several "spin-offs" including the Humanadyne and the Sterling Institute campaigns run by folks still in Asheville.

2. Ward Major--This was a spinoff from the TGC campaign set in Athens GA. Heroes included Harlequin, Thew, Impact, Polyphemus (Keith), Bloodstone (Jon Hanna), Demon (Jon Monk), Saviour (Brad Townsend), Siren, and Lugh (Rick Moody). Brad ran most of the adventures; the group was involved with a lot of magic and often fought mystical villains.

3. The Norse Campaign--Wayne ran (and plans to run) this game as a set piece; only so many adventures are planned. It centers around the sudden appearance of magic and weird powers into the familar modern world, somehow linked to the splitting of the Great Oak of the World into two opposing parts which must be rejoined. The game is set in Athens; players include Robert Maxwell (Poltergeist), Myself (Madame Alex), Jon Hanna (Bart McGivens), and Brad Townsend (Fabian Droll).

4. The Novice Campaign--I plan on running this game during the summer for low-level characters only. Heather Pritchett, AJ Hoge, and Jessica French will be players.

5. The Paladin Campaign--This is a game in which players work for the UN peacekeeping force. We've just started playing; players include myself (Mandala), Keith (Commander Comet), Wayne (Orpheus), Jon Monk (Fetch), Scott (Wraith), Jon Hanna (Gland Man/Spriggan), and Sean Fannon (Crossbow).

FANTASY GENRE

Runequest III

1. Griffin Island--This was a long-running campaign played in Asheville, run by Keith. The players were Wayne, myself, Stewart MacWilliam, Paul Patino, Chad Russell, Mike Schapira, Chris Jolley, and Brett Hackett. The players were teleported from their world to the Land of the Dead to discover the motives and wherabouts of an evil sorcerer and track down the one weapon that could destroy him.

2. Glorantha--This is a presumably still on-going game here in Athens, run by Keith. Current players are myself and Wayne.

MERP

Before I left Asheville, I ran a short series of Middle Earth adventures for Stewart and Paul, set in Fourth Age 11. While everything seemed peaceful and happy in Gondor, foul evil in the guise of the Mouth of Sauron had risen again in the Mines of Moria. They had just discovered this when we moved to Athens. I picked up the game again last year, running for Brad Townsend, Rick Moody and Jon Monk, who learned what was happening and took it on themselves to help save the day. I hope to finish the game up sometime this summer.

AD & D

Normally, I don't play this game because I have some problems with the rules, especially the magic system. However, AJ Hoge invited me to join a Nordic campaign recently. I played once and was hooked, espcially by the background work he puts into creating a wonderful setting. This is an irregular game, run in Athens.

Edge

This, the best series of games I have ever played, deserves its own category. Edge, created and run by Wayne, is unique. Players and chracters have included myself (Egyra, Mirian, and Zuleika), Keith (Chuftir), Brad Townsend (Vish), Jon Monk, Jon Hanna (Sersus), Robert Maxwell, AJ Hoge, and Jessica French. In earlier incarnations, Jackie Cassada and Stewart MacWilliam were players. Edge is literally a floating chunk of earth, ripped from the mother world by an angry god, and placed up in "hell," the mists above. Edge is populated by beings like Yzir (sentient tiger-lizards), Thridd (highly intelligent insects), beautiful ogres, lustful vampires, and elves more foul and fair than Lolth ever could be. Edge is great in the sense that nothing there is the same as you might expect. Even familar beings behave in different fashions, so when you meet something like a kobold, it may very well be a friend. Wayne's creativity is of a very high level and he constantly encourages good role-playing.

I have only two slightly negative comments about Edge, and I hope Wayne will take them in the helpful context in which they are offered. First of all, since it is solely Wayne's creation, I feel like it is difficult to offer suggestions for new creatures (or old ones) or contribute any new ideas. I would be interested in writing up social customs in a more formal manner, but at this point, I don't feel like it would be well-received. Second, I think Wayne is unhappy using characters that have reached a certain status of experience. Of course, it is always easier to come up with challenges for new characters than for old scarred warriors. On the other hand, I don't believe it is fair to have to automatically retire our favorites once they have been played for more than a year. Just something to think about, of course.

OTHER

Space Gothic--This will be only a brief reference. I remember playing this game back in Asheville, and that I enjoyed it. That's about all. My character was a weak nobody, and though the adventure itself was keen, I just didn't get into the game as much as I might have. No offense, Wayne!

That's all for this issue. Remember, you don't have to spend that $2 renting the fifth Star Trek movie. Save it for something useful, like some bubble gum.

THE IMPERIAL ELVIS POST

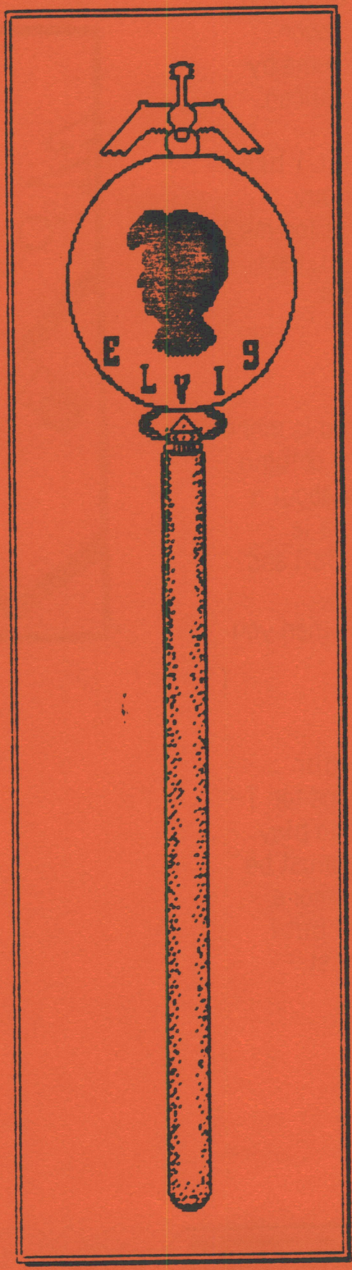
ISSUE ONE

AN ACT OF:

Wayne Peacock, 540 1/2 McWhorter Dr., Athens, GA, 30606, (404) 546-7329.

Contents of IEP 1

Mailing Comments
Edge Stuff
Edgedex
RuneQuest Rule Revisions
Previews & Apologies



Mailing Comments for Issue Zero

Blue View

My God, you use those monsters? I thought RuneQuest giants were bad. These guys must have damage modifiers of 16D6+! I hope this means we will see more of your world, like some non-HeroQuest level monsters. From the stuff in issue zero and Gil's reports it seems to be an alternate earth setting, but a brief history would be great.

Keep the masterworks of "The Anonymous Freshman" coming, and I'll try and stop looking at my old testes.

Bolts of Bedevilment:

The crossword was a great idea. What's next, cyberspace cryptograms? Seriously, how about some stats and history for the Great Duke of Dunder, sorry, Thunder? (That was the ubiquitous Mike slam.)

Death to All Fanatics.

1) The 'zine in general: I aspire to touch the hem of our layout and format gowns.
2) As to your "histories:" I'm glad you did not read, nor were any way influenced by Earl Mac Rauch.
3) As to your reviews: I agree in general with your quips and criticisms (esp. concerning FASA), but I am a bit more suspicious of **Champions**, for its game mechanic is too complex for it to ever dominate the gaming world. If I had not been playing since it first came out, I probably wouldn't touch it. It approaches Rolemaster (depending on the level of RM character being generated) in dead time spent making up a character.
4) As to Nulls Scary Mechs: "Yaaaaaaahhh! Ooo my brain hurts, may I be excused from battle today?"
5) As to The Void Recalls: laughs all around, but please ask Rick if you can write about some details from his game.
6) As to the Green Lanterns: how about using this idea in your "Dr. Destroyer, World Dominator game?" Give them their rings after Dr. D has just had them thrown into his dungeon for acts of mental subversion.
7) Void: How about some details on your mind-fornicators (Ψ)game.

The Game is A-Foot:

At least you did not use your own past as material for your character background. Thanks for Nine Men's Morris. I'm especially interested in any old card or dice games you can relate to us. And your sage advice concerning APAs will always be welcome. I expect to hear about the exploits of your character in Peter's game.

The Mysterious One-Finger Tequila Swillin' Society.

Thanks for the many compliments, Paul. By the way, you live **Car Wars**, why don't you play it? By the way I typed Paul's 'zine, so the typos are my fault. Paul is the first apostle of Champions. Up with the finger!

Rothbourg:

Sorry to hear about old Otto--drinking accidents can be nasty, ask any of my victims at **MOC V**. I'm glad someone is doing some work with **Warhammer**. How about a write-up on Klaus der Wasserkrafter, or some of Billy Bad-Ass's words of wisdom from our **Champions'** game. Proof-read. Edit. Please.

Secrets of Vulcan Poetry Revealed:

I walked by myself and in no particular direction,
like a solitary grouping of moisture vapor.
A quote from " Translations of Terran Poems by
Speck," High Minister of Strait Lines, Vulcan.

Keith: Kommander Komet deserves print. I like the idea of the computer game reviews. If I buy MacBasic will you write a monster program for me?

Deena: more names, yes <,ya, no, yep, si, da>! How about printing some of our **Champions** timeline?

Tail of the Monkey Man:

I know some people are wondering: "Who is more perverse, the GM or his player?" If Sersus' column doesn't beg this issue, then what will? How about a picture of Sersus busy at his writing desk (a la Valmont in Dangerous Liaisons)? As far as Ball and Chain go, all I can say is that if you haven't experienced a Jon Hanna **Champions** bash, then you haven't truly experienced **Champions**.

Trans-Dimentional Blues:

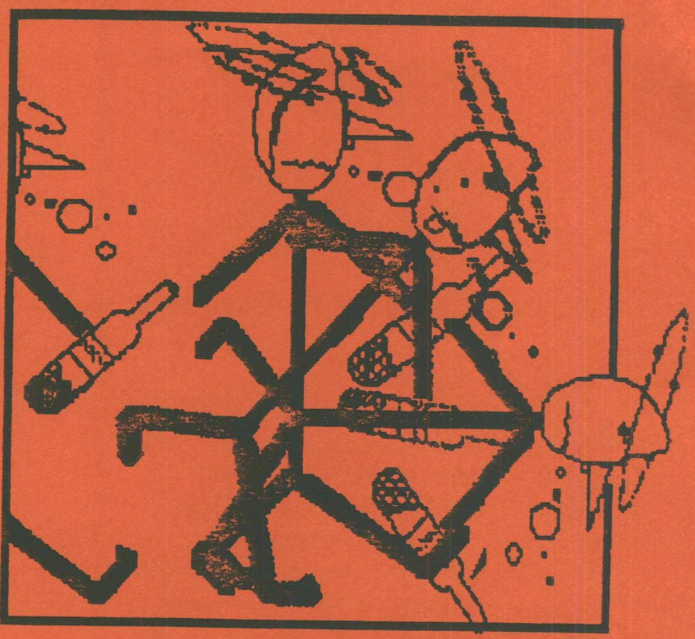
Having had a hoot playing Mr. Wizzo, goblin mage-inventor, I know what Scott has in mind for T-D Blues, and I also know how much fun it is to play. My only criticism (knowing that sacrifices must be made to the lords of time and XEROX) is that more character-oriented stuff wasn't in T-D #0. But I guess Scott has to finish destroying Earth first.

The End of the Mailing

Comments.

My Second In-Joke:

Who can identify this (or identify with this) man from MOC V?



And why does he want to go back?

OVERVIEW

Edge is a fantasy role-playing setting that I have been developing since 1984 when my dissatisfaction with the AD&D combat, magic and level system prompted me to try FGU's **Bushido**. (My first **Bushido** game was run by Keith Martin.) I loved the Japanese clan and honor system. The **Bushido** combat was exciting, but it still used levels and I did not like the idea of using still-practiced religions. So one day I wrote down loose index of cultural notes and drew a map for an Oriental-based world, and it slowly became ***Edge***.

The game has gone through four different systems. I used the **Fantasy Hero** system first for expedience sake, but my ideas of a somewhat restricted oriental society clashed with the "design you own" nature of the Hero System. I soon changed to a system of my own, which turned out to be a rules-heavy bastardization of **Aftermath** and **Bushido**. Not realizing my mistake, I, of all things turned to **Rolemaster**, one of the most chart heavy and calculator dependant games ever produced. Since then I have settled on, and run one campaign, and a myriad of games with **RuneQuest III**.

I have been fairly happy with **RuneQuest III**, though most of the sorcery rules needed to be given some electroshock therapy, and the combat system of strike ranks (?) is overly complex. As written, the sorcery rules required powerful magicians to store their spells in their mind, which reduced the power of the spells they cast, or store them in magic items and risk losing them. The problems with sorcery were easily cleared up, but the strike rank problems still plague me (see the revisions below).

What RuneQuest gave me was a semi-realistic combat system, with the potential for lots of acts of derring-do (not to mention limbs getting hacked off, etc.) which could be handled by the game system. But also has a society and skill based character creation system--no "levels" or such crap. At the end of character *creation*, the character is a direct product of her/his: race; social class; careers; the gods, and the luck of the player rollin' the dice. (Yes, all you **Champions** fans I still believe in luck.)

A BRIEF LOOK AT THE CREATION MYTH

The Shattering of the Bell of Worlds

The history of the world starts during a time known as Godstime or The Paradise Time. During this age. Men lived on an island continent called Paradise. It was the bosom of the World Goddess Aleia. Here the gods, Aleia's children, and women and men wh were her grandchildren, fed from the milk of her rivers and the fruits and grains of her forests and fields.

There was no war or fighting, for the god's father, Atavin, grew angry if his peace was disturbed. He sat in the dark places and brooded, deep in Aleia. To gain his attention by disturbing him was to also gain his wrath.

The gods lived in palaces of Ice and silver, alabaster and jewel. Every year the men would celebrate their creation by the gods on Godsday at the first of the year. And the gods would honor their mother and father in the same way, by showering them with gifts they had made.

Tirian, the god of knowledge, created the Bell of Worlds, whose different tones would open passages to other worlds. He planned to give it to Atavin as a present, but when Marlod, the god of Guile and Evil, found out of its power he convinced the thief god, Shalmain, to steal it. Marlod told him that they could secretly break it to embarrass Tirian. Unfortunately Marlod did more that break the bell, he tried to change it so that it would suck Atavin into another world. He of course, would become the ruler of the gods in Atavin's absence.

When Atavin struck the Bell of Worlds at the celebration, it exploded and making him deaf, dumb and blind. In his rage he grew large and tore Paradise from the Breast of Aleia and thrust it into the chaotic Faerie Lands.

This broken piece of Paradise is where **Edge** takes place.

Edgedex

A compendium of terms, definitions and articles concerning the game-world called Edge.

A

ADAMANTINE - Adamantine, or adamant, is a stone that was mined by the Dwarves, before The Shattering. It is the hardest, most lawfully aspected material to naturally exists. Adamantine is a dull black stone which is heavier than steel, but infinitely sharper and stronger. Normal fires cannot melt adamant, divine magic must be used.

ADJAV - The adjav is the goad used by ylen drovers and herders to control their great beasts. It is commonly 1-2m long, made from metal reinforced hardwood, with one end clawed and hooked like a crowbar and the other ending in a steal shod point. Many ylen drovers become very accomplished wielders of the adjav in combat.

AFELWYN - Afelwyn was the second Autocrat, whose reign lasted from 52 A.R. to 73.A.R. Her rulership is now referred to called the Age of Harmony, its only stain being the machinations of her son, Ulikin.

AFELWYN II - Afelwyn II is the present autocrat of Edge. Her early days were marked by the Elf invasion of Heavensfall. She repelled the attack by calling upon the great power of Belinkine's Ruby matrix and teleported the entire Palace of Iron to the walls of Heavensfall. (Until this time this power had been thought to be mythical.) Little is known of her life before her appointment by the Great Clans. She is known to have led a mercenary band for many years. (This band has since been given middle clan status as Clan Iron Eyes.)

AIR - Air is one of the Elements which created Aleia. It is the most chaotic of the Elements, and is controlled by the Faerie God. Its character is marked by invisibility, guile and lack of stability.

ALEIA - Aleia is the mother world/goddess, from whose flesh Edge was ripped by Atavin. Although she no longer has an organized religion her power is still respected and acknowledged.

ASPECT - An aspect refers to a being's (race or thing) affinity towards Law, Neutrality, or Chaos.

ASTRONOMY - There is no science of astronomy on Edge. Due to its position in the cloudy Faerie Lands the sun, moon and stars are just shifting blobs of light in the sky. The only distinct "heavenly bodies" are the luminescent forms of the Godstars.

AURA - Aura is the Fall godstar. She is the matron of the godstars and Pherax's (Winter) estranged wife. She glows with a rich amber color.

AURDA - Aurda is the harvest holiday celebrated when Aura appears in the night sky. The celebration is week long, after harvesting the last summer crop, and preparing for the last crop of the year. The emphasis of this holiday is placed upon community and the wisdom and experience of the elderly.

AUTOCRAT - The autocrat is the absolute ruler and owner of everything within the boundaries of the autocracy. He/she has complete and undisputed control over every rock, soul and bit of dust. The autocrat is elected for life by The Council of Great Clans, after the death of the last autocrat. Any sientient creature may be chosen, but all familial and clan ties are disolved at the time of the new autocrat's Ascension. Autocrats have never been taken from the same clan twice. The autocrat bears the Nightsword and the Sword of man, gained by Markain Tuvenall in the Hero Wars. He or she also receives instruction from the dead autocrats before them in the Tower of Souls. Should this and the fanatical loyalty of the clansmen not be enough, the autocrat also have five legions (50,000+ warriors) to make his/her will known.

AUTOCRACY - (The Autocratic Empire, the Empire, etc.)The autocracy covers almost all of the Ocean basin area, except for the small holdings of the Thridd and Gnomes and the larger holdings of the Yzir (The Kharrdich Empire) and the foul City-State of Wol.

AVATAR - An avatar is the highest rank within the cults of the Eternal Clan. These people are in almost direct communication with their deities.

B

BARADIN - Lake Baradin is the inland sea near Heavensfall. The port town of Kagat is the largest settlement on its shores. From Kagat passage can be had to Heavensfall. Baradin hosts a large colony of great serpents which dwell in its depths.

BARRIER MOUNTAINS - The mountains which surround the Autocracy are generically, but aptly titled the Barrier Mountains. Their extremely rough nature and the high population of Giants and chaos beasties left over from the Gods War, have prevented any long-term exploration of the range. Only the savage Yzir and their Beast Gods have passed through them safely, but they refuse to detail their experiences to other races.

BELINKINE - Beleinkine was the third Autocrat. He altered the autocracy more during his rule than any other Autocrat. His rule is now known as the Age of Change. A brief list of his achievements would include: moving the capital of the autocracy from Histmael to Branwyn; building the Ruby Matrix; building the Palace of Iron, creating the Dragon School; and leaving behind enough magical information and devices to insure the power of all the autocrats that would follow him.

THE BELL OF WORLDS - The Bell of Worlds was a device created by Tirian during the Time of Paradise as a means of travelling to other worlds and realities. It was meant as a gift to Atavin during a Godsday celebration. Marlod convinced Shalmain to steal it as a joke, but Marlod perverted it so that it would get rid of Atavin, by sending him into one of these alternate realities. But when Atavin intoned the bell it shattered and removed all of his senses.

BENATH - Lake Benath is located on the mighty Kargesh river. It is the third Largest body of water upon Edge.

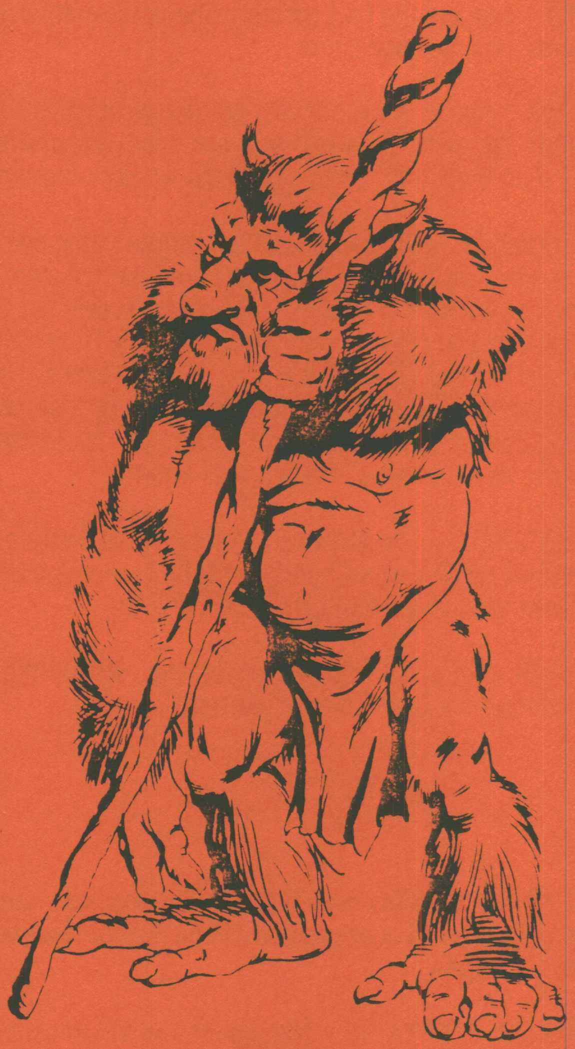
BIRTHDAY - This holiday marks the birthday of the autocrat. It is a manditory day of celebration honoring those which have authority over you.

BLOOD FEUD - A blood feud is a semi-legalized clan war. Few of the Battles have set objectives, and more often than not, this leads to a great weakening to all of the clans which participate--sometimes to a point where both collapse. No quarter is given or expected in these battles. The feuding clans are held responsible for any deaths or damage which occur to innocents. The feud is strictly monitored by representatives of the autocrat. Clanhood has been revoked due to dishonorable actions occurring during a blood feud. Clan Jackal, was driven underground forever after damaging Clan Monkey's Clan Bell.

BOOK OF RISSHANNON - The Book of Risshannon is a codex of developing codes and a registry of duels fought. It is the premier legal text on Edge.

BRANWYN - Branwyn is the second newest city-state and the capital of the Autocracy. It exists to serve the needs of the Autocrat, her legions, and the Great Clans. It is the foremost center of human art, literature, religion, and learning. It was planned by Belinkine and its streets, buildings and cobblestones are said to be part of a great enchantment to protect its inhabitants.

MOTIVE



Brownie

BROWNIES - Brownies are a race of Kobolds which were tainted with Chaos by Shalmain. For this reason they differ from their brethren, in that they are independent, emotional, and somewhat lacking in self-discipline. Spriggan and especially Gnomes dislike them for these reasons. Brownies are short, vaguely simian creatures with long, hairy arms, big noses and pointed teeth and ears.

RuneQuest III: EDGE

RULE REVISIONS

COMBAT

The present Strike Rank system in RuneQuest involves too much abstract number-crunching. So this is what I have begun to experiment with, it is based upon the **Star Wars** rules system:

Combat rounds take five (5) seconds.

A character may preform a **single action** per combat round at no penalty to his/her chance of success, if a skill roll is required.

A character may preform up to 5 actions in a combat round.

Some maneuvers, such as spell casting or lock-picking will take multiple actions, and therefore, may take multiple combat rounds to complete. These groups of actions will be called **tasks**.

A character may attempt more than one action during a combat round **or** attempt to speed up a task skill. If they do so, their chance to succeed at the task skill and **all** of their actions will suffer. These are **haste actions**.

A character receives a -5 per action after the first. This modifier effects all rolls for that round of combat. This is called the **haste modifier**.

Dodging and parrying are **reaction** skills. They may be attempted whenever a person or creature hits. The modifier for the parry or dodge is equal to the current haste modifier. Each successive parry and/or dodge reaction skill adds -5 to the current haste modifier for that combat round (including other reactions skills).

Characters may sacrifice their free action, and take no action during the round, to concentrate upon an action or task begun in the next combat round. This will be referred to as **boosting an action** or **boosting**. A round spent preparing, adds +10 to the chance of success for the skill attempted in the following round.

Examples of single actions:

- Attack
- Casting a divine or 1MP spell
- Fire a bow/gun
- Draw a sword
- Preparing a missile
- Move
- Using the Scan or any Sense skill

Examples of tasks:

- Picking a lock
- Running
- Dismounting/mounting
- Loading a gun or crossbow
- Nocking and Firing an arrow
- Using the Scan or Search Skill
- Casting spells greater than 1MP (One action per MP)
- Charging
- Riding while doing anything else

Free Actions

- Talking
- One free dodge or parry while moving
- Concentration checks (INTx3)

Haste Actions

- -5 to ALL skill or attribute rolls/ haste action

Reactions

- Dodging
- Parrying

Casting Multi-Combat Round Spells

The character must decide how many actions (remember, 1 MP=1Action) the character is going to take, and must keep track of the total number of haste actions taken to finish the spell. On the round that the spell is completed the character totals all of the haste modifiers, applies them to his/her chance and makes his roll to succeed.

The Order of Actions

Character's go in order of lowest SRM (highest DEX and then 1D6 in case of a tie), unless engaged. Characters get on action each, passing on to the next character, until everyone has had an opportunity to act (or not). This step is repeated until everyone has completed all of their actions.

The Order of Combat

Participants in combat declare their action, or total number of haste actions. Determine the modifier for haste actions (**haste modifier**).

Precedence of actions in combat:

Lowest modified SR (If engaged, otherwise use highest DEX)
Highest DEX
Roll 1D6--highest goes first
Repeat until all haste actions have been completed.

An Example of Combat

Bob the Mercenary is planning to run over to a well, draw and arrow and fire at a wounded giant at the bottom of the well. His haste modifier for that round (because he is doing 3 things) is -10 to all of actions.

When he gets over to the well, he very sad to find that the giant has readied a rock to throw at him. The giant's modified SR is lower than Bob's so he goes first. Wisely, Bob decides to dodge (a reaction skill). Bob's dodge chance is a 35, minus his haste mod., it is a mere 25. If Bob makes his dodge roll and survives, he can shoot his bow. Unfortunately, his haste mod. will now be a -15, since he used a reaction skill. Good luck.

An Example of Spell Casting in Combat

Hacks the mage is casting a Damage boosting 13. His spell skill plus his Magic modifier gives him a 78% with the spell. Unfortunately Hacks needs to get this spell off in 5 rounds, here is how the rounds break down

Round One: Hacks takes 4 actions, he is at a minus 15
Round Two. Hacks takes 5 actions, he is at a minus 45
Round Three: Hacks takes 2 actions, he is now at a minus 50
Round Four. Hacks takes 2 actions, he is now at a minus 55, so the chance for his spell to succeed is now a 23%

SORCERY RULES

The present sorcery rules in RuneQuest are blessed with a great conception, but are also manacled by too many restrictions. I have always liked the way a sorcerer can truly have control over his magic by using the sorcery skills--magic in RQIII is not a bag of tricks where the only fun is pulling out the right spell for the right occasion. But with the rules as they stand, RuneQuest III's idea of a mage is a dottering idiot with a banana slug familiar and all of his spells stored in fairly easily lost trinkets.

I have been playing with the basis for this less restrictive system for about two years and have found it to bring sorcery up to a respectable level.

Free Intelligence

Intelligence still limits the number of spells a sorcerer(ess) can learn, BUT IT NO LONGER LIMITS ANY OF THE SORCERY SKILLS. A SORCERER CAN USE HIS FULL INTELLIGENCE TO MANIPULATE SPELLS WITH SORCERY SKILLS. This does not mean that the sorcerer with a 16 INT can use 16 points with each skill, he still only has 16 points to distribute amongst all of the skills.

Multispell

With the combat system outlined above, a sorcerer simply does not need Multispell, so I ditched it. Basically it is not a skill any more--it's a free action. "Multispelling" can be attempted , if the character wants to-- the chance for success will be equal to the lowest percentage of all the spell/skills involved, just like any spell modified by a skill.

A New Sorcery Skill: Spell Hanging

With this skill a sorceress can "hang" a spell for later use. Hung spells are visible and discernable to beings with magical vision. Sorceress' using Mystic Vision can ID them exactly, down to the skills and intensities used.

Although a sorceress can function fairly normally while a spell is hung, some attention must be paid to it. Any period of unconsciousness will cause the spell to dissipate. And like the old sorcery rules, it eats up "free INT." A sorceress of a 17 INT which has a 15 point spell hung may only use 3 points to manipulate any spell cast until the spell is cast.

"Un-hanging" a spell only costs 1 MP and then the spell goes off on the desired target.

In all other ways hanging acts like any other sorcery skill, except that I recommend that it only be given to Adept or Magus level sorceresses.

A New Spell

MAGEBOLT

Ranged, Passive, Instant

This spell causes a bolt of morphic mana to appear above the mages head, it attacks like a guided missile. The percentage chance to hit is equal to the mages Magic Mod + (DEXx3). The bolt does 1pt. of impact damage per point of intensity. Armor (magical or non) protects normally. The bolt should be treated as a normal missile for the purposes of blocking or dodging.

Other Concerns And Comments

Illusions suck in the RQIII rules, but I have never been that interested in illusions, so if someone has some Ideas, I'd like to here them.

By the way, I'd double the % point award given to Spells and Sorcery Skills given during character creation in the original game.

The idea that a mage sacrifices INT to a familiar is stupid as well. All characteristic sacrifices--weather for divine, spirit or sorcerous magic--should be in POW and POW alone. Familiars should also be created with one spell, not six. Characteristic gain for the familiars should also be on a one to one basis. That is: 1POW = 1 DEX; 1POW = 1 INT, etc. ...

I also use the Sanity characteristic, as in **Call of Cthulhu** and **Stormbringer's** *Demon Magic.*

STUFF THAT WILL MOST LIKELY BE IN THE IMPERIAL ELVIS POST ISSUE TWO:

THE SPACE GOTHIC STUFF I PROMISED FOR IEP 1

SPACE
GOTHIC

EDGEDEX C-E

BETTER MAILING COMMENTS

WHITE WOLF Submission Guidelines 1990

General Information

The editors of WHITE WOLF Magazine are very interested in your writing or artistic talents. We will continue to encourage unsolicited submissions from our readers.

Please precede all submissions with a query letter. In this letter tell us about your submission. What is the goal of the adventure? What information does your article provide? A query letter could save you time and money in the event we are not interested in the submission.

A Few Pointers

The following general guidelines should be kept in mind for any written submission:

1) Submissions should be typed and double-spaced on one side of 8 1/2" x 11" white paper.
2) ALWAYS include SASE (Self-Addressed Stamped Envelope) with any submission. If you do not include SASE we may be unable to report back to you.
3) Label your submission. Write "article", "adventure", or whatever is appropriate on the outside of the envelope. This could shorten the response time.

What Games do you Cover?

There is a great number of RPG products available. In order to focus the coverage of WHITE WOLF Magazine, we have developed the following criteria for governing the games which we will support with articles/adventures/etc.: "The game must be presently supported with additional publications from the company which released the game." Examples: FASA is publishing new Shadowrun adventures, so we will cover that game. TSR is not printing new adventures for Boot Hill so we will not cover that game.

Specific Suggestions

Adventures: Focus on plot and character. We do not want an adventure which is entirely a "dungeon romp" no matter how unique and creative the encounters. "Into the Heart of Darkness" in issue #19 is a perfect example of an adventure which combines role-playing and combat encounters. Characters should have reasonable motives and developed personalities. We use few game-specific adventures (they are only published in conjunction with the issue's special section).

Articles: Tell us about something useful. I don't think that too many of our readers really care about the volume of a pressurized slime creature. We want to print articles which present interesting, game-useful information. Most of the game-specific pieces we publish are articles. Feel free provide information for any RPG which meets the criteria for being covered in WHITE WOLF Magazine (see above).

Fiction: WHITE WOLF Magazine no longer prints fiction on a regular basis. Winning entries of fiction contests announced in the "On Your Mark" column are the only exception.

Single Items: Magic items, monsters, spells, etc. are the only sorts of submissions which we recommend you send without first querying. Be careful that you do not cover old ground with your single items. Magic items which simply reproduce the affects of a spell will not be printed in WHITE WOLF, e.g. new "fire spells" are generally out (no "new" fourth level fireballs, please).

Artists

Interior artwork for WHITE WOLF is done on assignment only. Please do not send B&W samples and expect us to use them in the magazine. Any samples you send are just that-samples. We will use these pieces to judge whether or not we wish to give you interior assignments. Please be sure to include SASE with your originals as don't want you to lose them. Cover art for WHITE WOLF must be done in color. Paintings are preferred. As a final note, we are still not planning any cartoons in WHITE WOLF. Also, we are not interested in using artwork that has already been published unless it was done solely in the form of prints.

All artists should send their samples, etc. to our Art Director, Richard Thomas. He may be contacted at 320 Lemonte St., Philadelphia, PA 19128.

Payment Rates

Our current rate for written material is two cents per word. Interior artwork is worth $30 per full page and cover art is worth $250 for an original work.

Special Sections

We always appreciate support for our special sections. If you have a submission which fits one of our special sections, please submit it by the following deadlines:

Superhero: February 1
Science Fiction: April 1
Play-by-Mail: April 1
Fantasy: June 1
Horror: August 1

Closing

Hopefully this information will 1) encourage you to submit your work to us and 2) give you a better understanding of what we are hunting. Contact the editors at:

WHITE WOLF Publishing
1298 Winter Place
Anniston, AL 36201.

Final Ballot for the

Origins Awards 1989

Presented by the Academy of Adventure Gaming Arts and Design

1. Best Historical Figure Series, 1989
__American Civil War, 15 mm, Stone Mountain Miniatures, Inc.
__American Civil War, 25 mm, Connoisseur, USA.
__Aztecs, 25 mm, Falcon Miniatures
__Republican Romans, 15 mm, Frontier Miniatures
__Seven Years War, Hungarians & Russians, 25 mm, RSM Ltd.

2. Best Fantasy or Science Fiction Figure Series, 1989
__Dragonlance AD&D Figures, Ral Partha Enterprises, Inc.
__Fantasy Adventurers, Ral Partha Enterprises, Inc.
__Official AD&D Monsters, Ral Partha Enterprises, Inc.
__Ork Horde, Warhammer 40K, Games Workshop, Inc.
__Shadowrunners, Shadowrun, Grenadier Models, Inc.
__Skeleton Army, Games Workshop, Inc.
__Star Wars Series, Grenadier Models, Inc.

3. Best Vehicular Miniatures Series, 1989
__Battle Titans, Games Workshop, Inc.
__BattleTech Mechs and Vehicles, Ral Partha Enterprises, Inc.
__Dwarf War Machine, Games Workshop, Inc.
__Harpoon Miniatures, GHQ
__Renegade Legion: Centurion Line, FASA Corp.

4. Best Accessory Figure Series, 1989
__Cities of Mystery, TSR, Inc.
__Colonial Guns and Machine Guns, 25 mm, Lyzard's Grin
__Hovels, Medieval and Northern European Buildings, Stone Mountain Miniatures, Inc.
__Warhammer Mighty Fortress, Games Workshop, Inc.

5. Best Miniatures Rules, 1989
__BattleSystem Miniatures Rules, TSR, Inc.
__Napoleon's Battles, The Avalon Hill Game Company, Inc.
__Soldier's Companion, Space:1889, Game Designers' Workshop, Inc.
__Tactica, Arty Conliffe
__Warhammer 40K Compendium, Games Workshop, Inc.

6. Best Role-Playing Rules, 1989
__AD & D -2nd Edition, TSR, Inc.
__Champions (hardback), Iron Crown Enterprises, Inc.
__Ghostbusters II, West End Games, Inc.
__Shadowrun, FASA Corp.
__Space:1889, Game Designers' Workshop, Inc.

7. Best Role-Playing Adventure, 1989
__Alice Through the Mirrorshades, Paranoia, West End Games, Inc.
__Curse of the Azure Bonds, Forgotten Realms, TSR, Inc.
__Empire of the Witch-king, Middle-earth Roleplaying, Iron Crown Enterprises, Inc.
__The Great Old Ones, Chaosium, Inc.
__The Ice Man Returneth, Paranoia, West End Games, Inc.
__In Search of Dragons, Dragonlance, TSR, Inc.
__Waterdeep, Forgotten Realms, TSR, Inc.

8. Best Role-Playing Supplement, 1989
__Creatures of the Dreamlands, Call of Cthulhu, Chaosium, Inc.
__Imperial Sourcebook, Star Wars, West End Games, Inc.
__Monstrous Compendium, AD&D 2nd Ed., TSR, Inc.
__Shadow World: Master Atlas, Rolemaster & Fantasy Hero, Iron Crown Enterprises, Inc.
__Spelljammer, AD&D, TSR, Inc.

9. Best Graphic Presentation of a Role-Playing Game, Adventure or Supplement, 1989
__AD & D -2nd Edition, TSR, Inc
__Creatures of the Dreamlands, Call of Cthulhu, Chaosium Inc.
__Imperial Sourcebook, Star Wars, West End Games, Inc
__Lace & Steel, The Australian Games Group
__Shadowrun, FASA Corp
__Spelljammer, AD&D, TSR, Inc.

10. Best Pre-20th Century Boardgame, 1989
__A House Divided, Game Designers' Workshop, Inc.
__Guns of Cedar Creek, Simulation Design Inc.
__Napoleon at Leipzig, Clash of Arms Games, Inc.
__Rise and Fall, Engelman Military Simulations
__Siege of Jerusalem, The Avalon Hill Game Company Inc.

11. Best Modern Day Boardgame, 1989
__5th Fleet, Victory Games, Inc
__Desert Steel, West End Games, Inc.
__Europe Aflame, TSR/SPI.
__Modern Naval Battles, 3W
__Red Storm Rising, TSR, Inc.

12. Best Fantasy or Science Fiction Boardgame, 1989
__Battle for Endor, West End Games, Inc
__Dungeon!, TSR, Inc.
__The Great Khan Game, TSR, Inc.
__Space Hulk, Games Workshop, Inc.
__Web of Gold, TSR, Inc.

13. Best Graphic Presentation of a Boardgame, 1989
__5th Fleet, Victory Games, Inc.
__Battle for Endor, West End Games, Inc
__Red Storm Rising, TSR, Inc.
__Space Hulk, Games Workshop, Inc.
__Web of Gold, TSR, Inc.

14. Best Play-By-Mail Game, 1989
__Family Wars, Andon Games
__Illuminati, Flying Buffalo, Inc.
__It's A Crime, Adventures by Mail
__Kings & Things, Andon Games
__Mobius I, Flying Buffalo, Inc.

15. Best New Play-By-Mail Game, 1989
__Beyond the Stellar Empire-The New System, Adventures by Mail
__Orion Nebula, Orpheus Publishing Corp
__Space Combat, Twin Engine Gaming
__Supremacy, Andon Games

16. Best Fantasy or Science Fiction Computer Game, 1989
__Curse of the Azure Bonds, Strategic Simulations, Inc.
__Dragon Wars, Interplay Productions
__MechWarrior, Activision
__Sword of the Samurai, Microprose, Inc.
__War of the Lance, Strategic Simulations, Inc.

17. Best Military or Strategy Computer Game, 1989
__Battles of Napoleon, Strategic Simulations, Inc.
__F-15 Strike Eagle II, Microprose, Inc.
__M-1 Tank Platoon, Microprose Software, Inc.
__Sim City, Maxis
__Their Finest Hour, Lucasfilm

18. Best Professional Adventure Gaming Magazine, 1989
__Challenge, Game Designers' Workshop, Inc.
__Computer Gaming World, Golden Empire Publications
__Dungeon Magazine, TSR, Inc.
__GM, Croftwood, Publishing
__Strategy & Tactics, 3W
__White Wolf, White Wolf Publishing

19. Best Amateur Adventure Gaming Magazine, 1989
__The Canadian Wargamers Journal, The Canadian Wargamers Group
__ETO, Bill Stone
__Savage & Soldier, Lynn Bodin
__Volunteers, The Newsletter of Civil War Gaming
__The Zouave, ACW Society

Signature: ______________________________

Address: ______________________________

These are the final nominees for the Origins Awards for 1989. Vote for only one nominee per category by checking or marking the line preceding your choice. Fill in your address and sign your ballot. Mail the completed ballot to: Origins Awards Final Ballot, PO Box 3727, Hayward, CA 94544.

The deadline for return of the ballot is June 8, 1990. Ballots postmarked after the deadline will not be counted. The Origins Awards will be presented at Origins '90 in Atlanta, June 28-July 1, 1989. The awards ceremony will be Friday, June 29th. Members of the Academy of Adventure Gaming Arts and Design will receive a final ballot in the mail. If you have any questions concerning the ballot or the Academy, please write: Origins Awards, PO Box 3727, Hayward, CA 94544.

THE COLUMN IN SEARCH OF A CLEVER HEADING

(BECAUSE I'M TOO DAMN TIRED TO THINK OF ONE RIGHT NOW)

Hi. For those of you who don't know me, my name is Darrell Autrey. My eyes are blue, My hair is sandy blond and I like Capricorns because I am a Leo. I like women with large...Wait...sorry...wrong article...This is MOTIVE, right?...OK, got it.

I am a student a UNCA at Asheville and I recently finished a course entitled "Film as a Liberal Art". Among the course contents was "The Classical Hollywood Paradigm", a plot structure all successful, and some unsuccessful movies, follow. I thought GMs might find it useful because, if you have an idea that you are having trouble fleshing out, the Ronco Plot Paradigm provides a ready-made adventure map that may help you. Most of us are familiar with the traditional literary plot structure of rising action, denoument, climax, etc. This is handy, but I think the Paradigm lends itself more readily to gaming.

The Paradigm breaks the action of a movie, or adventure, into Acts, just like a play:

Act I: Introduction
Act II: Confrontation and Development
Act III: Climax and Resolution

Act I begins with The Big Moment. In a movie, the Big Moment is designed to grab the viewers' interest and pull him into the story; I think it would work just as well for a game. The Big Moment is followed by the First Reversal, which serves a number of functions.

The First Reversal: 1)turns the action in a new direction, 2)raises the stakes for the characters, 3)often calls for a moment of decision or commitment on the part of the character, 4)pushes the action into a new area or gives it a different focus, or 5)introduces a subplot. Subplots may begin, develop, or end at any of the other plot points. Subplots are stories within stories, used to enrich and create texture in the larger story. The First Reversal signals the end of Act I (Introduction) and the beginning of Act II (Confrontation and Development).

The Midpoint divides the action, serving as a catalyst. The Midpoint may: 1)shift the nature of the conflict, 2)depict a collapse of effort, 3)demonstrate a "point of no return" or 4)foreshadow the climax or resolution.

Act II ends with the Second Reversal which, in addition to serving the same functions as the First Reversal, serves to: 1)pick up the pace of the action, moving it more quickly toward the climax and 2)clearly pose the problem the characters face.

The Second Reversal moves the action into Act III, where three things may happen: 1)the confrontation/climax is presented, 2)the plot and subplots are resolved, 3)a possible false climax is presented. Act III ties up loose ends and answers the questions posed by the main flow of the action. It normally does not leave subplots unresolved, but for the GM, unresolved subplots could lead to further adventures.

I've taken these elements and applied them to an adventure I ran a few months ago in an attempt to demonstrate their applicability. I ran it as a Champions scenario with five PCs:

1) Alloy, a scientist whose body was infused with metal, giving him the ability to create armor for himself, fly by projecting a stream of particles, and extrude and throw metal lances.

2) Captain Freedom, a Captain America type, only better.

3) Darc, a stealthy alien with limited Desolid, Invisibility and Darkness-projecting abilities.

4) Dove, a 7-foot tall mute flying brick. Picture one of Westling's Road Warriors with huge metal wings.

5) Twister, a stretching martial artist.

The PCs were part of an established, Avengers-type group based in Texas, calling themselves The Danger Rangers. This is what happened:

1) (Big Moment) The PCs hear about an oil spill off the Alaskan coast and Alloy, because of his environmental consciousness, convinces the rest of the party to assist in clean-up operations.

2) (First Reversal) The PCs learn that the oil spill seems to have been sabotage because the tanker was ripped open above the waterline, 100 meters from any rocks. While continuing investigations, they are attacked by a group of paranormals with elemental powers. I made up my own; you could use Bora, White Flame, Giganto and Green Dragon with watery special effects if you choose. Whatever you choose, make them tough enough to defeat the PCs.

3) (Midpoint) The party awakes to find themselves in death traps. A hollow voice wishes them well as the traps activate. The traps for my party were:

A) a force field bubble for Twister (Entangle with Backlash).
B) a large, open chamber with machine gun nests and combat androids for Capt. Freedom.

C) an armored room, 5 feet by 5 feet by 5 feet, for Dove, which began filling with water.
D) a whirlpool with blasters that shot Alloy-sized objects, but not objects the size of Alloy's normal form.
E) a cylindrical force wall which Darc could get out of while Desolid; but the room beyond had blasters set to fire on anything Desolid and mechanical arms to stuff her back into her trap, which soon began filling with nerve gas.

Once the party escapes, they find themselves in a mysterious techno-complex. They can't find out very much about its purpose. They wander around for a bit, eventually they finding their way to the control room. It is occupied.

4) (Second Reversal) The complex is run by Mechanon, whose elemental androids defeated the party and brought them here to their master. He put them in deathtraps to soften them up, and then allowed them to find his control room so he could gloat about his latest master plan before killing them. His plan is to help humanity destroy itself. Instead of busting his servomotors figuring out ways to destroy organics himself, Mechanon has decided to sabotage technology, creating oilspills, blackouts, nuclear accidents, etc. In effect, Mechanon plans to destroy man with his own devices. He is in the process of taking control of the necessary technology and subverting it to his ends. This poses the true problem our heroes face.

5) (Climax) Mechanon attacks the party, his need for gloating temporarily sated.

6) (Resolution) In my game, the party defeated Mechanon, stopping his plans for Armageddon and went back to their mortgages and DNPCs.

I'm looking forward to being a member of MOTIVE and hearing from other brilliant people interested in gaming. One final note of thanks to Deena; thanks for the award in your game at MOC. If you hadn't let me in, I never would have gotten to play.

also in search of
a cute ending,

Darrell Autrey

Tales of the Brass Monkey

(A stunning upset as the official drink of MOC V!)

Formerly The Mysterious, One-Finger Tequila Swillin' Society

An outpouring of Paul Patino, Rt. 1, Box 384A, Arden, NC 28704

Gee Wayne, you never told me it would be like this!!! First, I would begin by saying that I am most impressed with the issue zero submissions, so I shall commence with responses to some which struck me particularly.

Null / Void – good observation about the **Cyberpunk** genre, check out **Shadowrun**, it seems playable (FASA? Playable? Gasp!) and has a neater world–shades of Hardwired. Also, Void, look at **Pirates** from I.C.E. – I think you will find the best of the source material from P&G duplicated, but without the buggery rules. Although this vital element missing, the I.C.E. game has a saving grace in its really keen splintering & shrapnel critical table for **RoleMaster**...Oh yeah, I thought TOG-o-war to be pretty unlikely.

Wayne – How do you keep churning out these incredible game settings?? In any case, give me more! And save me a spot!

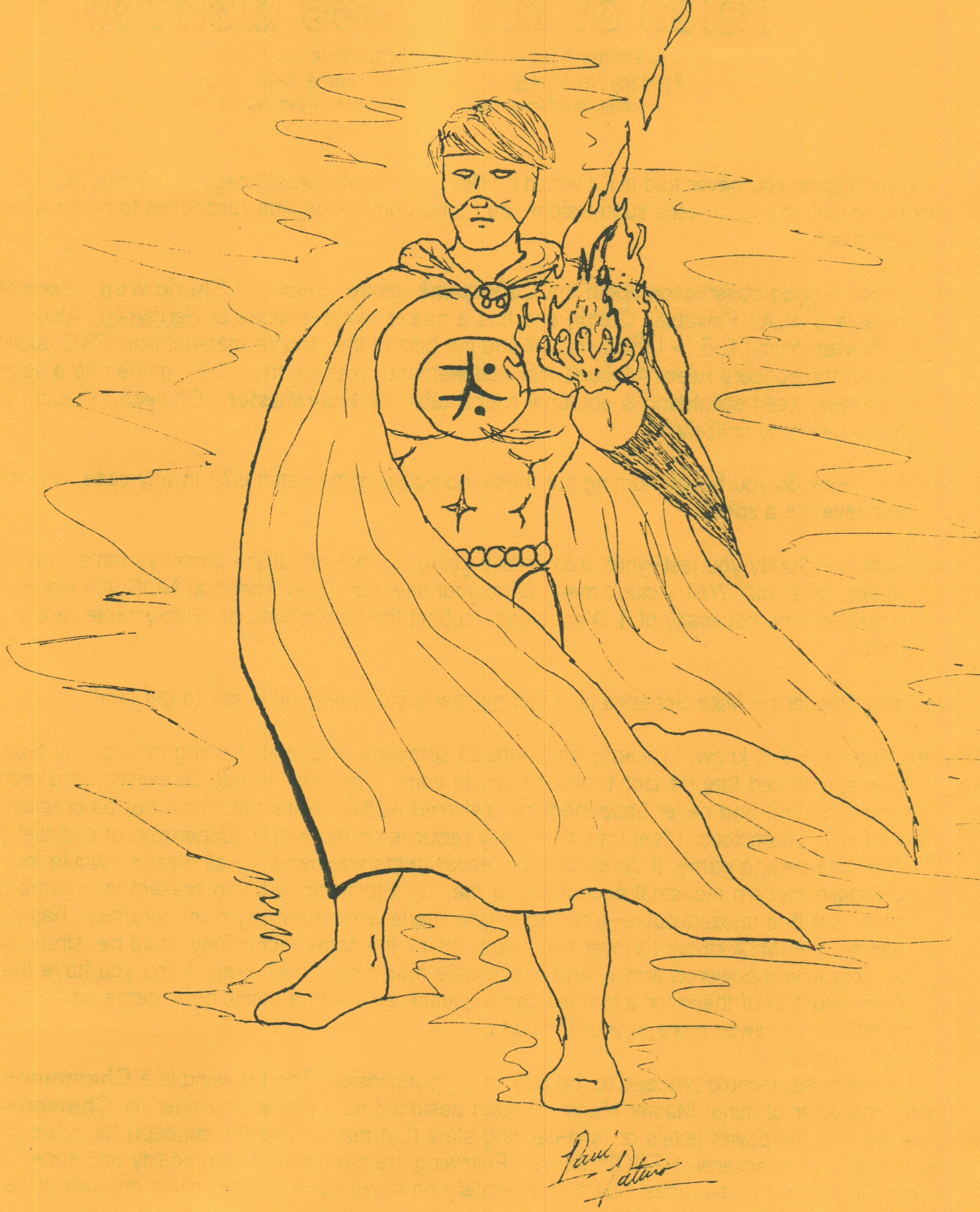
Jon Hanna – Surely you jest–your aren't really going to write about the monkey man's view on women...are you? Well, I didn't mean to rip your title, but if you'd been at MOC you would understand the necessity of it. Also, please submit the background of Widowmaker (a.k.a. Dos Equis).

All Other Readers – Mike Schapira is in fact not paranoid–everyone is out to get him!

Peter Gareis – You know, I recently encountered someone who, after flipping through my **Space 1889** rules announced that he didn't think he would enjoy it because it was unrealistic, and represented something that had never happened–he preferred AD&D. While this might not be precisely your gripe with Champions, I feel that it certainly requires no more of a suspension of disbelief than any other role-playing game. If its explainable ecosystems you need; by all means I would love for you to explain modern industrial economics to me. Ultra-technology being present in a game doesn't mean that it is unexplainable–a racing engine made almost entirely from ceramics has been running the IMSA circuit for over two years. I think the same technology could be stretched to cover my character's powered armor; and explainable magic systems? Well, if you you have the energies to construct all of these for a fantasy game, please try it with a comic book genre game as well, you might like it ! I await more of your thoughts.

At this point, I would proceed to the bulk of my submission. The following is a **Champions** (old rules) character of mine: Master Magic. Though designed as a player character for **Champions**, by tinkering with the power levels or shit-canning stats (but maintaining the concept) he could be used in a variety of roles in several HERO™ games. Following the background, personality and stats I have tossed in some possible uses plus a commentary on how I go about designing my own player characters.

MASTER MAGIC


Paul Paturo

MASTER MAGIC

History / Personality: Dr. Miles Crickett's life was , well, placid. He was an associate professor in the classics dept. at ____________ (insert a local college's name) He had just received tenure and had free reign over the classes he taught, much to his enjoyment. And he was involved in a wonderfully serious relationship with Dr. Aileen Lands, a dish of a history professor.

This pleasantly uneventful existence changed forever the day he purchased a book. He found it in an obscure back alley booksellers shop in Munich while attending a linguistics conference. At first it was its age and fine binding which attracted his attention, but after flipping through it he saw that it was written in Ancient Greek and some other language. He found its price to be ridiculously low for a book of this antiquity and so he bought it–more on a whim than for any scholarly interest. It was entitled: **Codex of Nimon**.

He began translating it in his spare time, but it quickly became evident that something was very wrong. While parts of the text were in Ancient Greek, other parts were not; in fact they were not in any language he recognized. In addition to this, pages which were he could not read one day were in Greek the next. The more he translated, the more disturbed he became. The tome told of other worlds and their denizens, both good and evil; of necromancers and the horrific unlife which can animate the dead; of sorcerers from ages past and their legacies; and (most importantly) of forces which adepts could summon and manipulate. He came to realize what these demonic beings were capable of and some of their goals; and he grew to hate them with every fiber of his being. The **Codex of Nimon** was the key to their destruction; it contained spells which could harness vast energies if, he could master them. Amazingly he did. He learned the shield himself, project mystic bonds and summon the deadly scarlet fury of Kaitain.

Using clues found in the codex as well as his new abilities, he journeyed to the ancient stronghold of a long dead warlock in Scotland where, after overcoming the guardians within, he retrieved his first and so far sole magic item–a cape which allows him to fly effortlessly through the air. Armed with these weapons Master Magic is about to embark on a career dedicated to ridding the world of demons and unlife.

Master Magic and Miles Crickett are separate personalities which reside in the same body. Miles enjoys more wholesome life teaching and seeking the attentions of Dr. Lands. Master Magic is completely serious and reacts to people as if they were as well (he rarely jokes–at least he doesn't mean to). When he catches on that others are not serious, he chides and lectures them about being childish and unprofessional. He is a driven man with clear purposes–to become the foremost sorcerer of his age and protect the the earth from the evils who wish to consume it. It's difficult for Miles Crickett to juggle the two personalities, but he must. Dr. Crickett and Master Magic are inexorably bound and neither peosona will be denied.

Campaign Uses: In addition to being a PC with tremendous growth potential, the character has several other possible uses as well. At his base power level he could be an NPC hero–useful as a source of info about magical matters, a guide on another plane, or as a hook to get the heroes into an adventure (not to mention just as added firepower). By "juicing " him up 100 points or so, he could make an interesting hero / villain. He always kills demons and undead, even if they are in human form and will

MASTER MAGIC AS ORIGINALLY CREATED
IN WINTER OF 1988 89

CHAMPIONS

THE SUPER HERO ROLE PLAYING GAME

NAME: Master Magic
Secret ID:
Player: [illegible]

Value	Characteristics	Cost	Base	Pts
13	STR	x1	10	3
21	DEX	x3	10	33
18	CON	x2	10	16
10	BODY	x2	10	0
13	INT	x1	10	3
	EGO	x2	10	[illegible]
[illegible]	PRE	x1	10	4
12	COM	x½	10	1
5	PD (STR/5)	x1	3	2
5	ED (CON/5)	x1	4	[illegible]
4	SPD 1+(DEX/10)	x10	3.1	9
9	REC (STR/5)+(CON/5)	x2	7	[illegible]
36	END (CONx2)	x½	36	[illegible]
26	STUN (BODY)+(STR/2)+(CON/2)	x1	26	[illegible]

Characteristics Cost: 81
Powers Cost+ 169
Total Cost= 250

Pts	Powers	END
30	EC - Magic	
20	1. [illegible] - [illegible]	
	[illegible]	
	silver - x4 [illegible] (The [illegible] [illegible] of [illegible])	
20	2. [illegible] - Fire - x4 [illegible] (The [illegible] Fire of [illegible])	12
12	3. STR 60 TK - [illegible] - x2 [illegible]	12
24	4. +17 pd + 18 ed FF - [illegible] (The [illegible])	0
	96 p.p. [illegible]	
22	22 pt. [illegible] - (IAF [illegible])	
2	1. ultra [illegible]	3
2	2. ultra [illegible]	2
5	9 pt. Ego [illegible]	
5	Instant change	
3	Linguist	
3	Greek, Latin, Hebrew, Arabic [illegible]	
2	P.S. [illegible]	
2	K.S. M[illegible]	

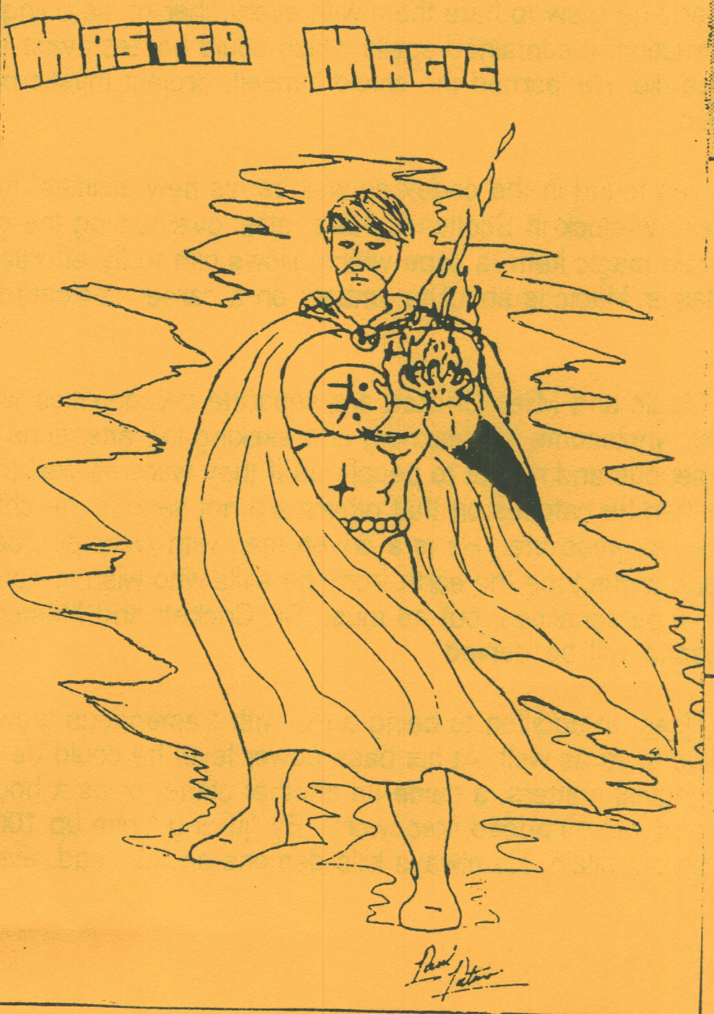
169 = Powers Cost

Attack	OCV	DCV	Damage
Punch	+0	+0	x1
Haymaker*	+0	-5	x1½
Kick*	-2	-2	x1½
Block	+0	+0	---
Dodge	---	+3	---
Grab	-1	-2	---
Move By	-2	-2	x½ + V/5
Move Through#	-V/5	-3	x1 + V/3
Martial Punch	+0	+2	x1½
Martial Kick	-2	+1	x2
Martial Block	+2	+2	---
Martial Dodge	---	+5	---
Martial Throw	+V/5	+1	x1 + V/5

*+1 segment #attacker take ½ damage

Disadvantages 100+	Pts
[illegible] DEMON 8-	30
~~[illegible] 8-~~	~~30~~
DNPC - [illegible]	
[illegible]	15
[illegible]	20
[illegible] Dis/[illegible]	20
[illegible]	20
[illegible]	
[illegible]	5
[illegible]	
[illegible]	
[illegible]	
[illegible]	
[illegible]	20
[illegible]	
[illegible]	

Experience
Disadvantages Total: 250
Experience Spent+
Total Points= 250



OCV (DEX/3): 7
DCV (DEX/3): 7
ECV (EGO/3): —
Levels:
PD: 22 ED: 23
END: [illegible]

PHA
1
2
3
4
5
6
7
8
9
10
11
12

STUN: [illegible]
BODY: [illegible]

Move: [illegible]
[illegible]

INT Roll (9+INT/5): 13
DEX Roll (9+DEX/5): 13
EGO Roll (9+EGO/5): 11
PER Roll (9+INT/5): 13

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deal with other heroes, villains , civilians in a rather brusk and arbitrary manner. In this role, his psych limitations, should read more like Ruthless, Casual Killer, Psychotic, and will sacrifice anything to achieve his ends; not a nice guy , but darn it, he still seems to do a lot of good. I'll leave you to come up with other uses.

Why Paul did things the way he did: Where mechanics (old rules) and inspiration are concerned, I just wanted a mystic character--nothing more--powers evolved through my juggling numbers. The END battery is there mostly because I couldn't fuel these great big powers with my personal END, besides it reflects his "mana battery" for manipulating these forces.

The background is as it is so that it is clear how Master Magic came about, why and , what he will do, but open enough that plot info can be inserted into his history from adventure to adventure, plus providing the GM with many spring-boards for further adventuring and me with room for character development.

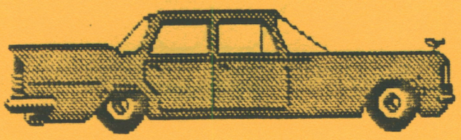
This is typically how I go about designing my characters, and is an example of why I like the HERO System™ so well. In **Champions** I can build what I want to play and not worry about weather I will roll stats good enough for that Paladin; I hate defaulting into a class or career when I know what will satisfy my character conception.

And Now for Something Completely Different

I would like to suggest a TV show: Booker on Fox Network. While I was initially prepared to dismiss this show as being mindless tripe designed solely to show off Richard Greico, it is actually a most entertaining show about a corporate solo (Cyberpunk w/o cyberware) and as it moved to the 10:00 time slot it promises to become significantly grittier--might evn be an adventure or two lurking in there. (Plus the show has cool musical groups.)

Well that's all I have for this issue, so I bid you all a fond farewell.

Until we meet again,



In the next issue

of

Tales of the Brass Monkey

- They said is should never be done; so I'm doing it anyway: stats, histories, shirt sizes, personalities, bases (A chain of Scotch Tape stores), vehicles (the Bog-Hopper, AND the dynamic Moor-Wader), hench-creatures and three complete campaigns (including the almost-breathtaking: "Wimbelton or Bust") for the **Highlanders** –Scotland's premiere super team. Including: Loch Lord, Bog Bane, The Near-Wonderful Thistle, Kaibur Kid, Licquored-Up, Kilt Girl, The Ponderous Pict, Haggis Lass, Bagpipe Boy, Loch Ness Lassie, and their nearly-fearless leader, the doughty Iron Scot!!!

- Myself as a 1500 pt. **Champions** character!

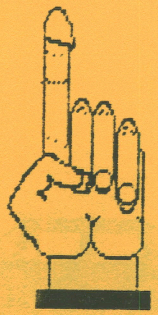
- How to fabricate you own Tri-Power linkage in 63 easy steps!

- To "die" for; die rolling made easy!

- Inexpensive and highly profitable land deals in the exciting Florida Everglades!

- 135 things to mix with "that funky monkey!"

- Acconts of what Wayne did in his DEAD ZONE period during MOC V.

- 136 reasons why I won't tell you what this means: